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ST World

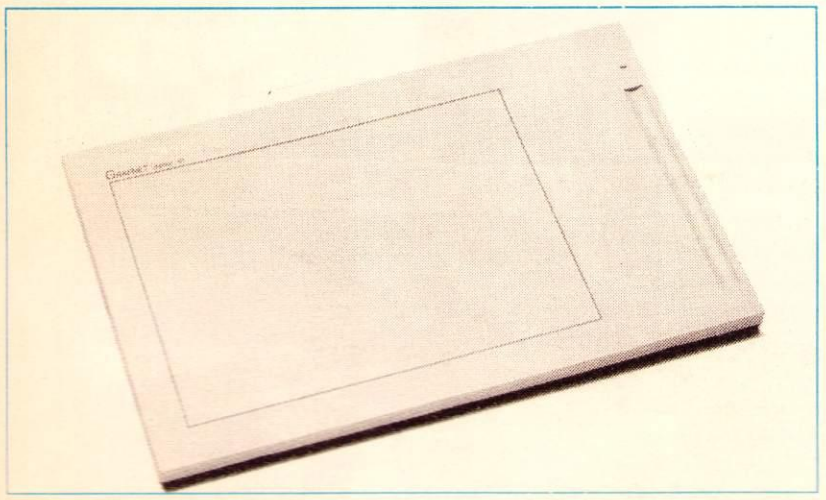
THE LEADING CURRENT NEWS SOURCE FOR THE ATARI ST

Dvorak's Last Column

Airball

Previews

GFA Film



DIGITIZER BOARD for ATARI ST

Mitsubishi International Corporation has introduced a lightweight digitizer board for use on your desk top or lap. The board, GRAFTNET MODEL 01 comes with a special stylus pen that is used as a high accuracy drawing tool. With the stylus you can use it to point or draw, even trace through materials as thick as a postcard. As an option, you can obtain a Cursor, which is like the mouse only has a see though plate in it with cross hairs. There are four programmable buttons for special applications. The cursor is an additional $30 when purchased with the board, separately it sells for $79.50.

Grafnet is available in two sizes, the 01 version has a drawing area of 8" X 12" and the 02 version has a drawing area of 13" X 16.5". The 01 with stylus is priced at $395.00 and the 02 version with stylus is priced at $595.00. The physical size of the 01 is 17.5" X 11" X 1.2" and weighs only 3.5 pounds.

The digitizer makes use of an electrostatic coupling method, which is extremely resistant to noise interference and makes stable high resolution reading possible. It is connected to the Atari ST through the RS-232 port with a standard serial cable supplied. Power is supplied by a separate wall-mount plug in DC 12 volt, 5 watt power supply and the stylus or the cursor is connected directly to the board.

The resolution of Grafnet is better than 0.1 mm/250 lines per inch and is extremely fast, up to 60 points per second with an effective reading range of 210 X 300.

The stylus pen has two input methods, "Touch" and "Point". In the "touch" method, the pen need only be placed on the input surface. In the "Point" method, the pen must be pushed down onto the board. As an option, you can change the metal core of the stylus pen for a ballpoint core. This allows the stylus pen to be used like a ball point pen for easier handwriting for data input.

Grafnet 01 and 02 are currently sold by Michtron and Quantum Micro Systems, with a tablet driver for the Atari ST that loads as a desktop accessory.

This GEM desk accessory loads when booting your system and configures the digitizer board (tablet) parameters automatically. The parameters can be adjusted at any time by clicking on the tablet accessory in the desk menu of any GEM program or the GEM desktop. The X Scale and Y scale are used to divide tablet coordinates into the ST's screen coordinates. The X Offset and Y Offset give the position, from the tablet's origin, that is used as the screen's orgin. Both positive and negative numbers may be entered for scaling and offsets so that the tablet could be operated in any orientation. You can also re-set the tablet working area. The tablet driver was written by John DeMar of QMI.

We will continue to test software titles for compatibility and in the next issue provide you some of the applications of Graphnet.

Graphnet 01 was tested with Abacus Paint Pro, Batteries Degas and Degas Elite, Generic Software's Generic CADD and Foresight Resources CAD.

Grapnet 01 and 02 with driver, stylus or cursor is currently available from either Michtron or Quantrum Microsystems, Inc.

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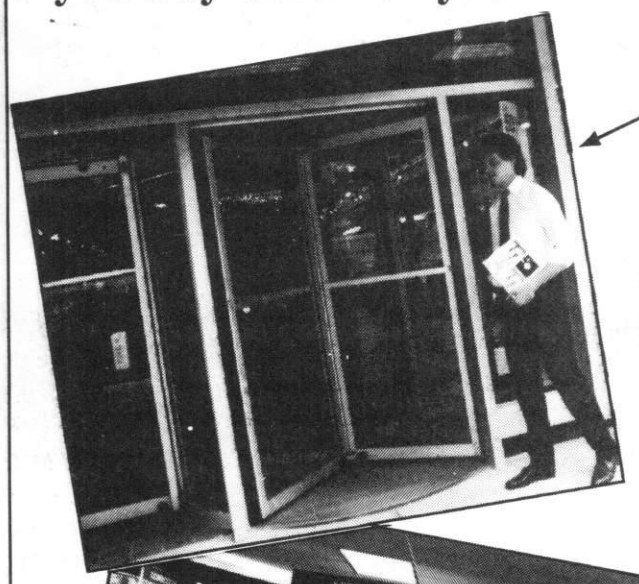

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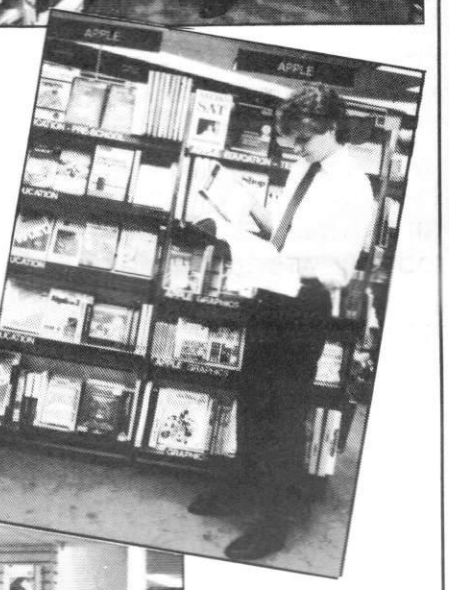

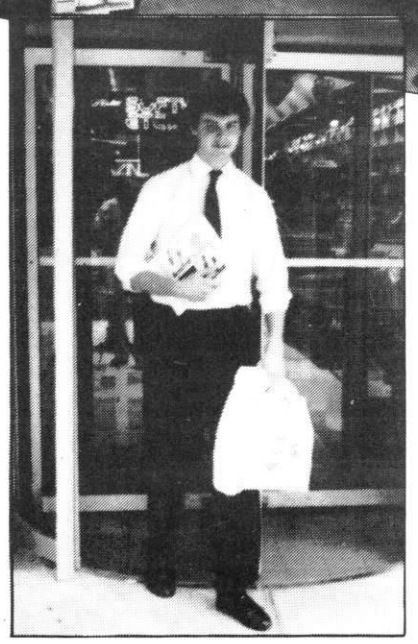

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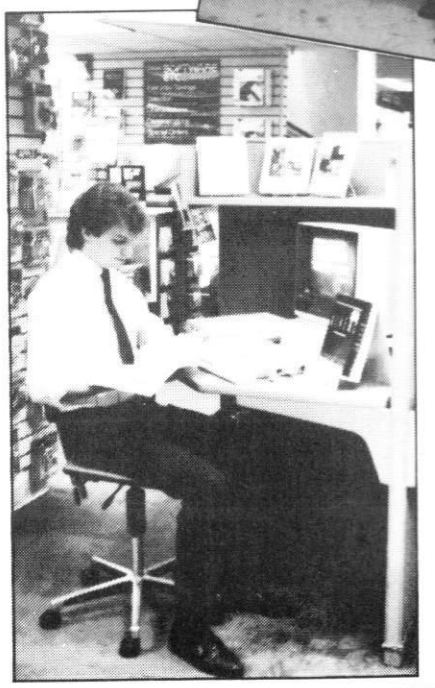

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Dvorak's Last Column

Button Button Who's Got ther Button?

by John C. Dvorak

Another column! About what? Computers? Who needs to listen to some jerk ramble on and on about IBM PC's and ST's and Macintoshes month after month? Who cares? I don't care about this stuff anymore so don't despair. This column is an experiment. This is all that's possible because on Feb 14, 1987 all the new ideas were used up. I think it was the New York Times that declared it. They were probably wrong by a day or too, but it did happen. The well ran dry. There is nothing more to say about computers. This is my last column, ever.

It's too bad, since things have gone so well until now. Then again, I've gained 20 pounds because of columns like this and I have this urge to collect those dumb computer buttons that the UNIX hacks wear. No, I don't wear them! Well, once in a while. I mean, you've got to face it, some of the buttons ARE funny. I'm amused by the overt sexual innuendo that most of them convey. Have you ever noticed? 90% of the computer world is male (at least at the trade shows), so to get any attention, you have to advertise. I can just imagine the great response you'll get from that blonde bombshell when she sees your U.S. Video button that says: "Get Over Laid." Har, har. Get it? Pretty sexy, huh? Let's not forget the classics from TG Products: "Wanna Play with my Joystick?" and "Come Ball With Us." TG also sells track balls. I think besides wearing these keen buttons while drooling and stuttering will get you that dinner date.

Computerworld started this button phenomenon with its innuendo buttons like "Do You Output?" or "Is Your Brain as Good as Your Baud?" Soon these evolved into buttons bordering on bad taste from bold button makers like 10 Net and it's "Get it Up and Keep It Up with 10 Net." Sure, sure, they're talking about keeping a network up and running. Wink, wink.

Let's not forget the old "Do it..." jokes. These are the ones that use the generic phrase opener "do it..." and add some sexual innuendo. From the simplistic button from Mercury Computer Systems and its "Do it With Zip" to AT&T's button "I Do it Simultaneously" they are all high schoolish gags for a business filled with 40-year-old teenagers.

So what happens when a guy at a show (or on the street for that matter) sees some knockout gal wearing, say, the Computer Intelligence "I Love Orders" or Blast's "Let's Have a Blast!" button? They choke up and develop a twitch, that's what. Or they go running to their friend and say, "Did you see what that redhead has on her chest!"

I'm amused by the acceptance of this button phenomenon in a business that is minimally Victorian if not downright prudish. For example, just from writing this column, the editor will get a slug of letters that all say the same thing: "I read ST World to get hard facts. I am offended by Mr. Dvorak's column where he uses the word 'sex' and then discusses prurient buttons that are nothing less than obscene. If I want obscenity then I'll subscribe to Playboy. Humph! I will cancel my subscription if this happens again." This is the same guy that will be drooling and tittering at the trade show.

Not all the buttons are funny or sexy. Only the best ones are. Some are pure junk. I've got one that simply says, "I Love Mitsubishi" using the heart to connote the word "love." How dull and uncreative. Then there's a huge green (and obviously expensive) button from ADAGE that says, "It's About Time." Gee, that one has me mesmerized. Talk about dull. If you're going to make a dumb button, then at least keep it small. An example is the smallish "HAL-lelujah!" button from Lotus. Dumb, but small.

Now where was I? Oh, yes. I was discussing the fact that there is nothing more to write about in this business. Perhaps next month I'll go into more detail. For now, I have to put my button collection back.

John C. Dvorak is a popular San Francisco columnist who is well known among computer users. Starting with this issue John will be writing a regular column featuring a variety of news, product reviews, gossip, and unique analysis that ranges from insightful to flip. John says he's a populist and "My responsibility is to my readers." His columns have brought chuckles and mayhem to the industry over the years. Some may not agree with or like his views, and humour and his sometimes candid remarks have on occasion offended a few readers, but above all, he is honest and straight forward, we at ST World are delighted to have his column, and we hope you, our readers will enjoy reading his column.

ST WORLD

VOLUME II, NO. 8 ISSUE 14

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ST WORLD (ISSN 0888-1057) is published monthly. Subscription rates to ST WORLD are $18.00, Canada US$20.00 (1st Class $29.00), Foreign US$20.00 (1st class $32.00) per year (12 issues) by ST WORLD, Inc. 1385 Cleveland Loop Drive, Roseburg, OR 97470-9622. Application to mail at Second class postage rates is pending at Roseburg, OR 97470. POSTMASTER: Send address changes to ST WORLD, Inc. P.O. Box 2310, Roseburg, OR 97470-0462. No portion of this publication may be reproduced without the written permission of ST WORLD, Inc.

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ATARI CANADA HOSTS DEALERS

ATARI CANADA DEALER CONFERENCE AND EXPOSITION - AUGUST 15 - 16, 1987

REPORTED BY *RICH TSUKIJI*

TORONTO - At the Atari Canada invitational Atari released the much awaited MEGA system to its Canadian dealers. In a conference room filled with Canadian Atari dealers, Ian Kennedy, GM, Atari-Canada presented the MEGA marketing program. Dealers must be able to sell into a vertical marketplace, i.e., desktop publishing, point of sales and education, the MEGA dealer will not be able to just sit in his store and sell the MEGA's like a game machine, they will have to be knowledgeable in vertical market applications and be able to provide customers with solutions and support. Atari is qualifying dealers for the MEGA system based on this criteria. Now leaving the flagship ST system out, Atari provided hours of marketing, and sales training during the separate dealer conference. For consumers this means a well informed dealer to work with, providing solutions to their application needs. Attending dealers were very enthusiastic with the Atari MEGA marketing program and most feel that this is their opportunity to increase their entry into the business world. Out in the exhibit hall, third party manufacturers from the United States and Canada demonstrated their products to the attending dealers. Companies represented at the show were: MICHTRON, ABACUS, TIMEWORKS, SUPRA CORP, MICRODEAL, MIGRAPH, PROGRESSIVE PERIPHERALS AND SOFTWARE, ISD MARKETING, HYBRID ARTS, DRAFIX CAD, DATA PACIFIC, SOFTCODE, COURSEMAKER, PRACTICAL SOLUTIONS, ANTIC, ANALOG, ICD, NICE & SOFTWARE, PCS, WORD PERFECT, NORTHERN DESIGN SYSTEMS, LOOKING GLASS, EPYX, COMPUCABLE, REGENT, INNAGEM, ARTWORKX, GENIE, MICRO D, QUANTUM MICRO SYSTEMS, PC PCS (Hamilton), American Networks Development Corp, BEAMSCOPE AND FASTER, the disk based ST magazine from Canada. Atari's major focus on vertical applications, in particular, Desktop Publishing and Point of Sale Systems generated a lot of dealer interest for QMI and MICHTRON with the Mitsubishi Grafnet 01 tablet and Michtron's Master CAD, GFA Draft Plus as well as Northern Design Systems' MI:CADDS AND MIGRAPH'S M/CADD (a professional engineering and design system) programs. There were several beta point of sale systems being demonstrated by various vendors, however PCS (Hamilton) appeared to be the only one signing up dealers. They were demonstrating AND's point of sale cash register program and the new fully integrated general ledger program by Equal Plus. The successful point of sale system by AND has been integrated with Financial Plus from Equal Plus Software, now providing not only a P.O.S. system but a complete general ledger with 9,000 accounts, accounts payable with 10,000 customer accounts, accounts receivable with 10,000 vendor accounts, payroll accounting for up to 10,000 employees in a single comprehensive package. Hybrid Arts seem to monopolize the dealers interested in the MIDI marketplace which is beginning to grow in Canada. Hybrid was showing GENPATCH ST along with some of their professional MIDI peripherals. The overall mood of the attending dealers was that their Christmas and future sales were about to explode! Enthusiasm abounded, Atari Corp Canada scored big with this dealer expo and conference. The bottom line is that the Canadian Atari ST user will find more support from their respective Atari dealer in the future. Let's hope that this support and enthusiasm spills over the border and Atari users in the states will be able to find the same kind of support and solutions to application needs from ALL of the Atari dealers. Our hats off! to IAN Kennedy and his staff for hosting an excellent Atari dealer conference and expo.

There's this joke around school that goes. "Where does an elephant go?" and you say, "Anywhere it wants to.". Well Electronic Arts has put out a game called Arctic Fox. The Arctic Fox is a super tank in the year 2005 with 150mm cannon, two mine droppers and missiles. It goes super fast, 0 to 100 mph in seconds and weighs 37 tons. They say, "Where do you sleep when you own a 37 ton tank?" You got it, "Anywhere you want to.".

This game is played on a color monitor and you can choose the mouse or joystick to play. You also use the function keys and some keys on the keyboard. This game is not easy to play and takes alot of time, in fact it. They give you a demonstration mode that shows you what all of the enemy tanks, fighters, rocket launchers, buildings and weapons look like on the screen. You should spend some time doing the demo part so you will know what you are looking for and what to watch out for. There is also a training level that lets you go all over the terrain to search for the enemy and check out the different locations of buildings and shoot, mine, fire missles and you won't get killed. This is a good place to practice all of the weapons and how to move your tank around.

There are two levels in the real game to play. One is for beginners and is still pretty hard. They give you more ammunition and there is not as many of the enemy to attack you. To play the game you are in your tank and the screen is like looking out of a window with all these dials and stuff around it. These dials amd gauges tell you how many mines and guided missiles you have. Theres a compass, a dial that shows how much oxygen you have, a clock, a speedometer and a damage gauge to show you how bad your tank is after getting hit. When you get clobbered, there's a big red flash on your screen, so you know you been hit. There is also a warning light that goes on to let you know that the enemy is close enough to shoot at you and a radar to show you where the enemy is.

In the middle of the screen is your cannon sights to aim your cannon with. You can move your cannon to the left and right, up and down, it's not easy, you have to practice. There is a map that is on the back of the instruction book that shows you the kind of ground you are going to be driving on and where the different parts of the Arctic are and the boundaries. If you play close attention, you can figure out where you are. I don't know if it helps any to know where you are since you don't know where the enemy fort that you have to destroy is located. You have to find the main enemy fort and destroy it while the enemy tries to destroy you first. You also have to have at least two missiles or ten cannon shots to destroy it. I found the fort a lot of times any couldn't destroy it cause you have to hit it at least two times with the missiles or hit it ten times with your cannon, so if you find it and don't have at least that much ammunition left you lost!

The other level is the tournament level. You have to be real, real good to play this part and win. When you are in this part the enemy has tracking devices that lets them know where you are all of the time. It is harder to move your tank around and not as fast. None of my friends play at this level and I only play this part when I get bored, but I always lose when I do.

If you like games where you have to do a lot of looking for things to shoot at and can't keep shooting all the time cause after you fire once, your cannon won't shoot again for at least 3 to five seconds, you will like this game. This game isn't for kids, teenagers and mostly adults like this game. I used to play a game like this at the arcade where you looked into a periscope and moved around the grounds looking for other tanks, I think it was called TANK. Anyway, if you buy this game and want to win once in a while, plan to practice a lot!

Another game that I got came from TDC Distributing is called "MOUSE TRAP". The game is a combination of Epyx's Jumpman and Progressive Peripherals' Wizard where you have multiple levels of screens showing different walls, ladders and objects to jump, run, slide down, and climb on. The object of the game is for a little mouse (you) to run, jump, climb up different levels to pick up goodies (cheese, jam, cake, etc.) for points without being smashed by objects coming down or shooting across your screen. In the beginning there is a prehistoric looking creature that kills you on contact. After picking up all of the goodies available on one screen without loosing all your mouse (mice) the screen changes to more harder level and keeps on changing to harder levels as you beat each screen. There is also a timer for each screen so you have to hurry or you will lose. Mouse Trap is a fast paced game with great graphics and the sound is great but has a beat that can get on your nerves if you are not able to beat the timer. I don't know how much the game costs or how they sell it, I didn't receive any instructions with the game either. It's fun to play and was easy to learn even without the instructions. For more information on Arctic Fox, contact Electronic Arts, 2755 Campus Drive, San Mateo, CA 94403 and if you send fifty cents and a #10 SASE they will send you a catalog of their games for the ST. For information on Mouse Trap, and other games available contact TDC Distributing at 3332 Barlett Blvd., Orlando, FL 32811.

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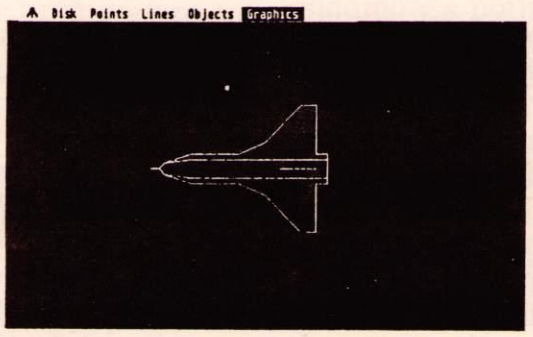

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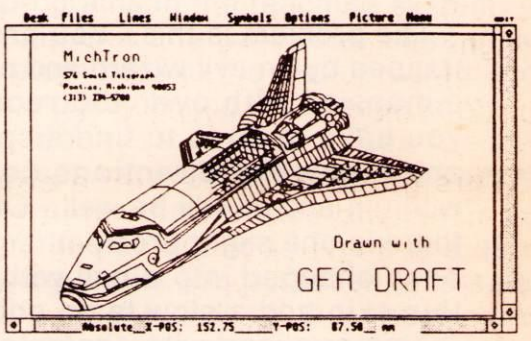

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"Now you're really in trouble"

The evil wizard has turned you into a leaky ball

Now find the spellbook to turn you back into a human

You only have a 150 rooms to search, ha! ha! ha!

Reviewed by *TOM TJARNBERG*

The problem is this. You have been trapped by an evil wizard and placed in a mansion with over 150 rooms. All you have to do is to find a spellbook and follow the directions contained within it and all will be well. Of course there is one slight problem. You have been changed into a ball with a fairly thin skin and a slow leak, and all the rooms are lined with obstacles to roll around as you madly search for the spellbook. And of course a lot of the obstacles are sharp and pointed and all it takes is the slightest touch and you will explode! Since you are losing air at a constant rate you have to hurry and find the spellbook before you turn into a flat pancake instead of a nicely rounded ball. The wizard, although evil, has provided some pumps in selected rooms and thus it is possible to remain inflated hopefully long enough to find the spell book and turn yourself back into a human.

Couple this scenario with superb graphics and original music and you come up with AIRBALL, one of the latest releases from Microdeal and brought your way through Michtron. While booting the game you are presented with some nice original music and a drawing of your soon to be prison from a distance. You then are show the evil wizard and have a chance to choose your method of movement control:joystick (recommended), mouse or keyboard. You are then placed in one of the rooms atop one of the pumps and you fill up with air and get started with your search. Of course if you stay on the pump too long you explode so be careful.

Once off and rolling you are set loose in a maze of rooms all beautifully drawn and full of detail. You see just one room at a time and some are more deadly than others, with deadly spikes or points of crystal or several other sharp objects I'll let you discover on your own. In addition there are sections of the floor that you can't roll on or you will pop. You must make your way through the rooms, up and down stairs, through fireplaces and many other imaginative and colorful scenes in your mad search for the spellbook. Also along the way you will be able to pick up crystals for points as well as objects to use in your quest. You can only hold one object at a time and can pick them up and drop them at will. Parts of certain rooms may be picked up also, such as large blocks in several places and you have to discover what to do with all the objects. A flashlight of course will provide light to allow you to search dark areas of the mansion. While searching the dark areas you then come across a candle and if you drop the flashlight and use the candle as your light source you see all the rooms in a different, more subdued lighting. So far I haven't been able to determine if there is any reason for using a different light source but I'm sure there is and with luck I'll discover what it is.

As you can see from that description the game is a test of skill, reasoning, planning and luck. As you roll along you have to solve all the puzzles you are presented, like how to get through the room, if there are any objects there you need to survive and how all the rooms interconnect and if there are any easier or quicker ways to accomplish your goal of finding the spellbook(I haven't so far). Along with all that there is a delightful original music score that for once adds to the impact and feel of the game by good use of the internal sound chip, and by not being overly repetitive.

This game really has to be seen to be appreciated. When I first saw it I thought it was difficult to control because of the orientation of the rooms. They are all depicted at slant and when you move the joystick up you roll in a diagonal direction on the screen. After just minutes of play the movements on the screen become very easy. Coming this month will be a program called Airball Construction Set which will allow you to design your own custom game screens. For more information contact Microdeal, U.S.A., 576 S. Telegraph, Pontiac, Michigan 48053 or phone 1-313-334-8729.

ADVANCED CARDIAC LIFE SUPPORT TRAINING SYSTEM

REVIEWED BY VICTOR T. ALBINO

Bruce Argyle, MD has put together a comprehensive training package for health professionals seeking to maintain their certified status in advanced cardiac life support techniques. The material is accurate, up-to-date, and provided in an easy to assimilate fashion. The manuals are well written and take a careful step by step approach. In fact, with all the help provided, even those who are not health care professionals can enjoy exploring the world of medicine and the chance to play doctor.

The teaching system is built on five separate programs. The nucleus of the system is **CARDIAC ARREST**, a cardiac resuscitation simulator program, which was reviewed in detail previously in ST WORLD, VOL II, No. 4. Therefore, attention will be focused on the four supporting programs: *CARDIO QUIZ, EKG TEACHING, BLOOD GASES*, AND *PROTOCOL LEARNING*. These programs work together to build a body of knowledge that eventually enables the learner to approach the CARDIAC ARREST simulator and successfully treat its computer generated patients.

CARDIO QUIZ is probably the best place to start. It covers a wide variety of heart medicine topics including: the circulatory system, basic life support techniques, airway management, IV techniques, basic cardiac drugs, arrhythmia management, defibrillation, acid base, and chest trauma.

An example of the way in which the topics are handled can be seen from this question on defibrillation:
"You witness a cardiac arrest and feel no pulse. What is the first thing you should do?" The question is followed by four possible choices. If you select the wrong one, the computer will play a few sour notes. If you choose the correct response, you will hear a victory sound followed by some feedback on the specific question. For example, the correct answer to the question above is: "Hit the patient on the chest." You are then told that, "This is the proper action because it may stop ventricular fibrillation (erratic electrical activity within the heart (muscle) if applied within seconds after the start of an arrest. This is because the blow itself actually generates a small electrical current which might mechanically defibrillate, or correct, the unusual heart action." After answering the last question in each section, the computer will give you a total score.

The quizzes actually cover a fair amount of ACLS (Advanced Cardiac Life Support) material at differenting levels of complexity. The questions encompass both facts from text books as well as practical clinical information gained from years of experience. Although you may pass every quiz in this series ofdisks, this is no guarantee that you will automatically pass the actual ACLS course. However, many of the questions are directly related to those asked in the certification test, and such preparation would certainly be of significant help. Of course, medical knowledge is constantly advancing. Whenever, ACLS standards change, registered owners can obtain an update disk for a nominal fee.

Having mastered the material in CARDIO QUIZ, you may wish to try EKG TEACHING next. An electrocardiogram (EKG) machine measures the waves of electrical activity in the heart. Electrodes, placed on the patient's chest, are connected to an amplifier which simultaneously traces out a line graph on a monitor and a sheet of paper. From this information, health professionals can determine the current activity of the heart muscle.

The EKG TEACHING program is divided into three sections: EKG Wave Parts, Rhythms, and Pathology. Each section contains a clearly written tutorial, much more "user friendly" than the prose used in some computer manuals, and a quiz to assess your understanding of the information presented in the tutorial. Again, as in the CARIO QUIZ program, there is both ample feedback on your responses and a summary tabulation to paint a picture of what kind of trauma the heart has experienced as a result of its arrest.

Basically, the BLOOD GASES program helps you to interpret the findings brought back from the laboratory. It assumes you already know why the gases were measured in the first place. It provides a normal values recognition drill, a tutorial on acid base, and bicarbonate dose calculation review. The tutorials, practice sessions, and interpretation drill are easy to follow. Like all the programs in the teaching system, you may exit any particular session and return back to the main program menu simply by hitting the escape key.

Because normal values for blood gases vary with altitude, you will need to enter the normal values for your particular location. There is a set-up program for this purpose that creates a file on the disk so that these values need only be entered once. Of course, it you move from Boston to Denver, you will obviously have to re-enter the new settings. In addition to knowing the barometric pressure in mm of mercury, you will need to get the values used by your hospital laboratory for calculating oxygen, pH, carbon dioxide, serum bicarbonate and base excess.

The PROTOCOL LEARNING program looks similar to the CARDIAC ARREST simulation. There is one outstanding difference, however. PROTOCOL LEARNING will provide you with a series of patients to manage, but it will not let you do anything harmful to them. In fact, it guides you through the proper steps designed to bring about the best outcome for each patient. An EKG is plotted, a situation is presented, and the computer asks for your orders. Like CARDIAC ARREST, you type in your orders in plain English. If you are in doubt about what the next order should be, you may call up a screen which shows the appropriate protocol. If you do not make a correct order after three attempts, the program tells you what is expected in this situation

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ST WORLD CONTESTS

NOT ONE, BUT TWO!

GRAPHICS & CARTOONS

Graphics Contest Rules

HOW TO WIN The graphics must be produced on an Atari ST computer with any commercially available paint, CAD, or drawing program. Both still and animated displays in either color or monochrome are eligible.

Entries must be the original work of the contestant and must not have been published previously.

Entries will be judged on creativity, artistic appeal, and the degree to which they demonstrate the graphics abilities of the ST computer.

You may enter as often as you wish. All entries must be supplied on disk and will not be returned. Multiple entries on the same disk are permitted.

All submissions must be received by January 1, 1988 and become the property of ST WORLD.

Cartoon Contest Rules

HOW TO WIN The cartoon should depict a humorous situation involving the use of computers.

The drawing may be created free-hand with black ink on white paper or may be produced with the assistance of any computer drawing program.

All submissions must be received by January 1, 1988 and become the property of ST WORLD.

NOTE: Do not fold your entry.

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EasyCAD	DAC Easy Accounting	BPI Accounting	Turbo Pascal
GW Basic	Managing Your Money	Silvia Porter's Series	pfs:Professional File
Word Perfect	Multimate	Dataflex	pfs:Professional Write
Graph-in-the-Box	ProDesign II	Microsoft Chart	Chase Spectrum
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Accounting on the ST

REVIEW OF STACCOUNTS FROM ISD MARKETING

BY *JUDI LAMBERT*

STAccounts from ISD Marketing is a full featured accounting package for the Atari ST designed for the business user. STAccounts provides complete integration of accounts payable, accounts receivables, inventory control, and general ledger. In addition, a very versatile, flexible and powerful report generator.

This very powerful program is designed for the first time user of a Business Computer System. STAccounts takes complete advantage of the graphics and mouse capabilities of the Digital Research *"GEM"* operating system. There are on-line HELP dialogs available during every phase of each entry. Users must understand and know how to use a "double entry accounting system". If you are not knowledgeable about double entry bookkeeping, this program is not for you until you learn. DO NOT attempt to learn by using this program!

Before you even load this program it is advisable to completely read the manual and have all of your data ready for entry. This would include complete names and addresses, telephone numbers, account numbers of your accounts receivables and accounts payables. Your current inventory including amounts and pricing levels and discounts. Their correct balances and a list of your general ledger accounts. You should also plan on how many accounts receivable and payable accounts you will require for future expansion.

Once you have done this you are ready to load STAccounts. The initial set up requires that you use the data disks formatted within the program. and all data disks must be backed up within the program. Copying data disks from the desktop for back ups will not work. Once the program has been loaded you will see a screen asking you to insert your previously created data disk or to create a new one. The screen dialog provides choices for creating a data disk for a single sided drive or two single sided drives and a single double sided drive or two double sided drives. You may use a hard disk for your data, but you will not be able to back up your data from the hard disk presently. (Future upgrades are to provide hard disk back ups.)

The data disk creation dialog box will ask for the number of account receivables you will require (defaulted to 300), payables required (defaulted to 300), number of inventory items (defaulted to 1000) and the number of invoices you would like to batch before printing and the number of general ledger records you will have (defaulted to 256). You have the option not to use the general ledger at all. The above default figures are the maximums based on using a single sided disk drive. Selecting a 1 meg. drive will increase the amounts of data storage available in each category. Should you decrease any item the amount of the decrease will be increased to the remaining categories except the general ledger, the maximum is 256 here. Once you have completed this, a box will indicate the maximum number of transactions you will be able to save on this disk. In the case above you would have the capability of storing 5,536 transactions.

Your next screen will be to set the systems date and time. This is very important as the system date is defaulted in many of your transactions and not all of them can be edited. The format for time/date is available in U.K. and U.S.A. format.

The next screen you will encounter is the main screen with the desk, utilities, A/C's receivables, A/C's payables, inventory and general ledger menus on top of the screen. The current date and time set will be displayed at the bottom right corner including the day of the week. To the bottom left of the screen is a little "teddy bear" icon. This is *"TEDDY"*, your on-line HELP. Clicking on TEDDY during any part of a transaction will display a dialog box describing the pending possible actions you have available. From this screen you will select the various parts of STAccounts that you wish to work on.

Two unique features of STAccounts are found in the utilities menu. One is the applicable tax rate details for products in your state. There are ten user defined rates you may store. When making out your invoices the selected values will be added to your total invoice. The other is a user defined schedule of up to discount rates that you offer your customers or are available to you from your suppliers. You will be able to allocate one of these discount rates to your individual customer and supplier files as they are created.

The most powerful aspects of the program lies in the report generator portion. The report generator will allow you to create any kind of report from the data in your files that you require. Any number of reports designed including any calculations can be saved to disk for future use. There are 21 reports created on the program disk for you to use immediately. They are:

Aged creditors report
Aged debtors report
Audit trail
Back orders report
Balance sheet
Sales graph
Customer list
Accounts list
Inventory list
Invoices
Overdue account letter
Profit and loss statement
Stock price list
Packing slips
Remittances
Inventory items on order
Slow moving stock items
Statement of account
Supplier list
Tax report
Trial balance

Any custom reports that you design can be saved on a separate disk and do not have to be placed on the program disk.

The rest of the initial set up consists of the mundane task of entering your company data, customer accounts, suppliers, inventory and applicable

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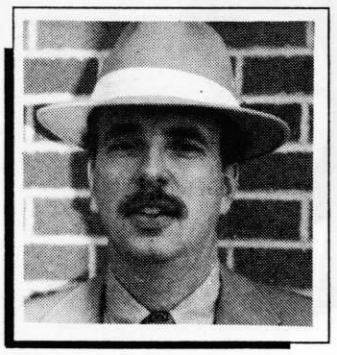

RALPH C. TURNER

INTERLINK ST

BY *RALPH C. TURNER*

Would you buy a modem, or use the one you've already got, if telecomputing could somehow be made easier? Or, if you're already an experienced modem user, are you looking for a better terminal package? If the answer to either question is yes, you'll want to read this review of Interlink ST, a recently released telecommunications program from Intersect Software Corp.

In the past, using a tel-com program could get pretty complicated, especially for a novice. First, configuring your ST's parameters - baud rate, parity, mode of transfer, emulation mode, etc. - can be tedious. Especially when different called systems require different configurations.

Second, each called system has its own labyrinth of sections and special interest groups, as well as its own unique set of commands. Even after you've successfully negotiated a system a couple of times, there's no guarantee that the next time you call it up you'll remember how you did it.

Into this confusing environment comes Interlink ST.

The first thing you'll notice about the program is that it has two main screens, one of which is displayed at all times. The On-Line Screen is the one you'll normally use when you're connected to the called computer. The other screen, called the Main Menu, displays a status window at the bottom and a GEM menu bar at the top, and is activated if you want to use the mouse to pull down GEM windows or access desk accessories. You'll also use this screen to check Interlink's current settings or to use the buffer, which is really a mini word processor.

You can switch back and forth between these two screens very easily. If you're keyboard oriented, like I am, you press F1 [Function Key 1] to bring up the On-Line Screen, or the Undo key when you want the Main Menu Screen. I like being able to switch back and forth without having to touch the mouse. On the other hand, if you're rodent oriented, you use the right mouse button to toggle between the two screens, which is also easy.

STATUS LINE & TYPE AHEAD BUFFER

Whenever the on-line screen is activated, you've got a choice of what you want at the bottom of the screen: either a status line, or a type-ahead buffer. If you opt for the status line, the following nine pieces of information will be displayed: the amount of time you've been on-line; a time-of-day clock; a chimes active symbol; whether you're connected or not; whether you're using the recorder or not; the baud rate; the duplex setting; the percentage of buffer space remaining; and whether the buffer is on or not.

At any time, however, a press of the F9 key will replace the status line with the type-ahead buffer. This allows you to type, and store in the buffer, up to 79 characters from the keyboard (including control characters) that you can send to the other system whenever you want. The contents of the buffer are sent whenever you press a carriage return. However, if you don't want to send the typed-ahead-message, you can return to the status line (via the F9 key) and the buffer's contents remain for future use.

This type-ahead buffer is great for chatting, or sending a file name, etc. Since you don't cut off the flow of information from the remote system by typing into the buffer, it allows you to compose messages (including the inevitable backspacing corrections) at the same time you're keeping your eye on the incoming transmission, thus saving time and the anxiety caused by on-line composition.

The remaining nine function keys, as well as thirteen Alt key combinations, are used to perform other actions, either directly, or via pop-up windows which require mouse choices. If you're unsure at any time about what key to press, there's always the Help key. This will display a screen that lists all the main functions and their corresponding keys. [see diagram 1]

DIALING A NUMBER

One of Interlink's nicest features is its Auto Dialer, which automates the dialing of frequently called numbers. Before you can use the Auto Dialer, however,

File Setup Extras Buffer Editor Finder Recorder
To Exit Help: Press Any Key
Alternate F1 thru F10 to Transmit Upper Macro Keys
Control F1 thru F10 to Transmit Lower Macro Keys
F1 ◇ Go Online
F2 ◇ Transfer Files
F3 ◇ Disk Commands
F4 ◇ RS232 Parameters
F5 ◇ Style & Features
F6 ◇ Phone Dialer/Editor
F7 ◇ Function Key Editor
F8 ◇ Hang Up the Phone
F9 ◇ Entry Window
F10 ◇ Global Setup
INTERLINK ST
UNDO ◇ Go to Menu
◇ Quit Program
ALT-B ◇ Clear Buffer
ALT-S ◇ Save Buffer
ALT-O ◇ Open Buffer
ALT-C ◇ Close Buffer
ALT-L ◇ Clear Screen
ALT-D ◇ Download File
ALT-U ◇ Upload File
ALT-R ◇ Record On
ALT-F ◇ Record Off
ALT-P ◇ Playback Recording
ALT-[◇ Printer On
ALT-] ◇ Printer Off
ALT-Z ◇ Send Break
RIGHT MOUSE BUTTON
Swaps between Terminal and Menu Screens.
Aborts Upload, Download, Dial, Playback,
Wait For Playback and exits this screen.

DIAGRAM 1

you've got to set it up. But even this is easy.

To set up the Auto Dialer you press the F6 key, which brings up the window displayed in Diagram 2. When you click on one of the 20 dialer buttons (the ten boxes on the right and the ten on the left), the button becomes highlighted. You can now type in the following information: the name of the BBS; its telephone number; any "LOG" responses (such as Control-C) or delays (such as 3 seconds) which the called system will need when you get connected; and any PreFiX or SuFfiX numbers required by your long distance dialing service (such as Sprint, etc.).

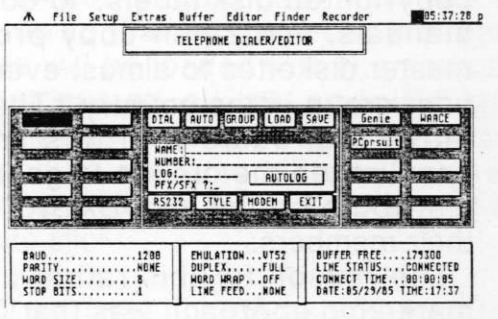

DIAGRAM 2

The next step in the set-up procedure is to mouse-click on the RS232 button, which brings up the Set RS232 Parameters box. [see Diagram 3] As in all the other menu windows, the mouse is used to press buttons which toggle different functions on or off. For instance, clicking on the "full" or "half" buttons will change the duplex setting. After your RS232 configuration is to your liking, you click on the Exit button.

CONTINUED ON PAGE 24

DBASIC

A extremely fast BASIC for the Atari ST

Reviewed by VICTOR T. ALBINO

The people at DTACK Grounded, Inc. had an interesting problem. They had been working on a revolutionary new BASIC language for several years. Now that it was ready, they naturally wanted to bring it out on a successful and powerful machine. They chose the Atari ST. Looking at the competition, however, they found that ST BASIC was being given away free. STBASIC was slow and had many other shortcomings, but what it lacked in quality, it made up in sheer presence. It was everywhere. Everyone who had an ST also had a copy of ST BASIC. On the other hand, there was GFA BASIC. It was not free, but it was fast and of high quality. In addition, GFA had a head start that included a growing base of software and technical support. To make matters worse, several other new versions of BASIC for the ST had just been released.

At this point the DTACK staff must have realized that they would have to design a promotional strategy that was as radically different as their BASIC itself if they were to break into the Atari market. What they came up with was different indeed. They sent out 63 copyrighted disk labels, 10 complete manuals, and 2 non-copy protected master diskettes to almost every Atari user group in the country. The cover letter that came with this material encouraged the groups to generously distribute copies of DBASIC among their members.

The reason for this rather unusual marketing approach was that DTACK believed that if enough people had a chance to use this new BASIC, they would prefer it to the other languages available for the ST and would then wish to purchase the manual. In addition, the manual price was set at a modest $39.95. The labels that are to be affixed to the copied disk purposely do not indicate a version number. This is because, according to DTACK's policies, once an individual possess any version, he is legally entitled to copy the latest version onto the same disk. Obviously, he can then make backup copies for his own use even though he does not possess additional copyrighted labels.

Now that the marketing concept has been explained, the obvious question is just what is this new BASIC like. Well, for starters, **DBASIC** is very, very fast. In fact the name of the company, DTACK Grounded, Inc., comes from the fact that a pin on the 68000 CPU chip named DTACK runs at maximum speed when it is grounded. Be aware, however, that all this blazing speed does come at a price. The user will have to make a few mental adjustments when first approaching DBASIC.

The first surprise one will notice is that DBASIC does not support TOS, GEM, or the mouse! In fact, DBASIC loads in its own operating system on boot up. There are many reasons given in the manual explaining why the authors of this language decided not to operate under TOS or GEM, but they come down to increased SPEED. In fact, even disk I/O is about 50% faster using DBASIC, and each disk holds about 10% more data or 818,688 bytes. Of course, floppy drives rotate at 300 RPM whether using TOS or DBASIC. But because DBASIC puts more information on each track and staggers the sector numbers on successive tracks, you get improved efficiency and faster transfer rates. The result is that DBASIC's DOS reads a disk at 20.8 K/sec instead of TOS's 11.25 K/sec.

The next surprise is that DBASIC uses an incremental compiler. This means that you can interact with your program as you create it just like you would with an interpreter style BASIC. You get immediate syntax error checking as you input each line. You can run and test your program and receive English error messages. You can break into a running program by hitting the Control-C keys. But you also get the speed of a compiled language, since each line of code is compiled as you enter it.

Unlike GFA BASIC, which uses a Pascal type format with no line numbers and only one statement per line, DBASIC uses line numbers which are automatically entered for you as you hit return. Also, multiple statements are allowed on the same line if separated witha colon. If you would prefer to use named labels for your subroutine calls, they are supported also. There is an on-going debate between those who like line numbers and those who do not. Personally, I prefer them for the same reason they are used in legal documents. It is simply easier to find particular lines if they are numbered than if they are not. Labels are fine, but they are for sections of code, not individual lines. The best way to resolve this argument is to allow the programmer to use either method, andt his is what some of the newest BASIC's have done.

Now for the next surprise: DBASIC has no reserved words. You can use just about anything for your variable names. This is because it looks at the word's position in the statement to determine its function. Therefore, the following lines would be legal: LOAD LOAD or 10 LET LET=7 or 20 FOR FOR=0 TO TO STEP STEP. Of course, this type of code would drive a reserved-word BASIC programmer crazy. DBASIC also looks at all the characters in avariable name, up to 255 of them, and is case sensitive too.

When using some BASICs one must be careful about the location of subroutines. If you put them at the beginning of a program, they run faster than if they are positioned at the end. This is because, the lines are searched linearly from top to bottom. The location of routines is unimportant in DBASIC, however, as they will always run at the same rate. All BASICs allow you to peek and poke bytes into various memory locations, but DBASIC enables you to poke bytes, words, strings, or entire arrays. This has some obvious applications where graphic animation is concerned when large amounts of memory must be moved around quickly--a kind of software blitter chip.

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GENPATCH ST

A generic patch program for all MIDI equipped devices

REVIEWED BY TOM TJARNBERG

I would like to start off this review by saying that if you are involved with MIDI music creation and have more than one brand of MIDI equipment then GENPATCH ST should definitely be on your must have list, or at least on your serious consideration list. If you have only one type of keyboard, say a Casio CZ-101, then this program will be useful but you will not need all of the functions provided in this full featured package. So now for those of you who are still with me, lets look at GENPATCH ST from Hybrid Arts.

After you have acquired that keyboard you quickly learn that you desire to have many more sounds at your fingertips than just the ones that come with your synth. Especially if you are one of those ATARIANS who picked up a Casio CZ-101. So you set out to program some sounds or buy some patches(new sounds) through the mail and you amass a library of several hundred great patches for your equipment. Since you are an ST owner and already have those MIDI ports you have available many "patch librarians", or pieces of software that allow you to save and quickly load your sounds into your machine. Hybrid Arts has patch librarians that are specific for the Casio and Yamaha DX-7 series of keyboards, for example.

Well, that is just great and you are all set if all you have is one keyboard. But say you really get into the whole music and MIDI thing and you end up with several keyboards, some tone or sound generators, a sampler and a drum machine. Now one machine specific patch librarian won't work on all your equipment and since you would like to eat this month you don't feel like shelling out several hundred dollars to get patch programs for each of your machines.

Here is where GENPATCH ST, programmed by John Eidsvoog and available from Hybrid Arts, comes in. Like the name suggests, it is a "generic" patch program that works with virtually all MIDI equipped devices now in existence, including all the devices I mentioned above. The program at its' simplest level allows you to save and load the data contained in your MIDI device. To do this it includes a number of what are called "configuration files" within the program, all available from a mouse driven menu screen. Just find your device, click on the name and your device will send its' data to the ST. If you can't find your equipment on the selection screen the program has a number of configuration files on disk that you can load that will enable you to communicate with your equipment. And if you can't find a config file on the program disk the software comes with a configuration editor that I will describe in a minute.

Once your data is in memory you can save it with a unique name for later recall. Along with your data you can save a memo page with up to 10 lines of 60 characters to remind you what is in the file. The memory may also be viewed to see what kind of data was sent to your ST, and information includes relative addresses from the file start, the contents of the addresses in hex bytes, and the corresponding ASCII characters. With my DX-21 you can view the names of the various patches by using this feature after you have dumped the data into the ST. The information may also be printed out. You also have the ability to load multiple blocks into the computer. I can, for example, load up a set of 32 DX-21 sounds, 24 DX-100 sounds and a complete memory dump of songs, patterns and sounds from my RX-5 drum machine and combine them into one big file. Then later I can reload this file and send all the data back to my instruments. An additional feature for those of you with MIDITRACK ST is that you can link the GENPATCH ST file with your song file and then when you load your song the patch data will be sent to all your different pieces of equipment so it will sound like it did when you sequenced it. I have my setup so that my multi-block of patch files will be loaded with the song and sent out on all the specific MIDI channels my keyboards and drum machine are tuned into without any prompting from me. All automated and quite slick!

To do that I had to edit custom configuration files for my devices. GENPATCH ST comes with a sophisticated editor to create your own config files. The manual gives a good description of all the parameters you have available and all you need is the MIDI spec sheet for your MIDI device and some time for trial and error to test things out and you should be able to tailor the file to your needs. With this same editor you can create config files if your equipment is not supported by the program. In addition the MIDI

continued on page 19

PREVIEWS

PREVIEWS is a caption of new products for the ST. Not a review or evaluation of the product or a recommendation of it's value or usefulness.

HYBRID ARTS
1120 W. Olympic Blvd.
Los Angeles, CA 90064
(213) 826-3777

MIDI-MAZE ($39.95)

Runs on color or mono monitor with joystick or mouse, single player. Multiple systems require use of MIDI cable.

SYNERGY RESOURCES
754 N. Bolton Avenue
Indianapolis, IN 46219

SYNTHVIEW ($49.95)

A patch librarian and editor for the Korg DW-8000 and EX-8000 synthesizers and the Atari ST computers. SynthView is fully GEM based for intuitive point and click operation. It allows you to fully utilize your DW/EX-8000 by creating custom banks with ease. Editing is as simple as clicking on the patch or parameter you desire to change. All editing is accomplished in a single screen. Patches can be named and banks printed out. Banks, as well as individual patches, may be sent and received from the synthesizer. SynthView works in both medium and high resolution modes.

METACOMCO
26 Portland Square
Bristol BS2 8RZ
United Kingdom

PASCAL 2 DEVELOPMENT SYSTEM ($99.95)

Replaces Metacomco's previous MCC Pascal version 1.35. The rationale behind the new Pascal was to provide an ISO standard compiler core, but with a large range of extensions for programmers wishing to access all the technically exiting features of the Atari ST's Motorola 68000 processor and GEM environment. Pascal 2 compiler now offers single and double precision floating point arithmetic, full 32 bit pointers, sequential and random access files, dynamic strings, conditional compilation and separate compilation. Other powerful extensions include bitwise interger operations; OTHERWISE in CASE statements; binary, decimal, octal and hexadecimal integer and character constants; I/O error handling and many other extensions to the previous version. Pascal 2 includes full GEM AES, VDI, GEMDOS, BIOS and XBIOS libraries which are fully documented with examples and tutorials on how to access these features of the ST with Pascal 2. Additional features include a new Link-Loader, Resource Editor, enhanced version of Screen Editor, a New Make Utility and a enhanced and expanded manual, completely rewritten with full documentation examples and tutorial sections. Registered users of MCC Pascal Version 1.35 may upgrade to Pascal 2 for $62.00.

ELECTRONIC ARTS / DATASOFT
1820 Gateway Drive
San Mateo, CA 94404
(415) 571-7171

221B. BAKER STREET ($39.95)

Takes you back to Victorian London to re-live those exciting and adventurous days of Sherlock Holmes. 221 B. Baker Street brings four of history's most famous sleuths to the computer screen, Sherlock Holmes, Dr. watson, Irene Adler and Inspector Lestrade. The four have been charged to solve 30 thrilling and illustrious cases. It's competition in high English fashion as each of the four race to solve the mysteries ahead of the others. Players choose to role play one of the four detectives and select which of the thirty cases to begin with. Each player is equipped with a secret code for recovering exclusive information from fifteen locations throughout the city, and must always be on the watch for his opponents trying to break that code and obtain information. Secret tunnels provide quick access to locations across town and special badges from Scotland Yard allow players to lock buildings to their opponents from where they have gained clues and information. Players are equipped with solution check lists for keeping track of information and plotting next moves as well as a case book containing vital information necessary for solving each atrocity. The first player to gather enogh clues and return to 221B. Baker Street is the winner, 1 to 4 players.

QUANTUM MICROSYSTEMS, INC.
P.O. Box 179
Liverpool, NY 13088
(315) 451-7747

BB/ST 1.1 ($49.95)

Advanced bulletin board system. Powerful on-line system with over 100 built-in functions. Infiniely programmable menus, prompts and system configuration. Message system with "tree" or "linear" structure; on-line polls; file transfer protocols include Batch YMODEM and FMODEM and on-line Archive commands. Extensive SysOp functions and automatic mainteance; complex security levels, password control and accounting; runs many existing TOS programs locally or remotely; future support for multiple lines. NOW SHIPPING!

LEGEND SOFTWARE SYSTEMS
3508 34 A Avenue
Edmonton, Alberta
Canada T6L 5E8
(403) 450-0736

THE FINAL CUT 1.0 ($174.99)

A 16 track polyphonic MIDI sequencer for the Atari ST designed for the novice musician with all of the features required by a professional. Final Cut 2.0 features record and edit up to 16 tracks of music; works with all MIDI equipped synthesizers, drum machines, sequencers, etc.; easy to use tape machine style interface; animated reels provide realism and feedback; works in both mono and color; real time/step time record modes; punch-in/punch out recording; user selectable expertise level; continously variable tempo from 20 to 420 beats per minute; adjustable metronome and counter; MIDI synchronization: ST as master or slave device; each track can be assigned to play through any of sixteen MIDI channels; MIDI 'THRU' channel allows master synthesizer to control other synthesizers; selectable cue points and auto cue/rewind; advanced editing features.

PREVIEWS

ABACUS SOFTWARE
P.O. Box 7219
Grand Rapids, MI 49510
(616) 241-5510

BECKERTEXT ST ($99.95)

Has all the features of TextPro ST, such as fast WYSIWYG formatting, graphic merge capabilities, function key assignments, automatic hypenation, and more. But it also has professional features that you might not expect from a product in its price range. BeckerText ST features: High-speed text input and editing; Functions accessible through menus or shortcut keyboard commands; Fast WYSIWYG formatting; Autmatic hypenation; Versatile function key assignment; Saving any section of an ST screen and printing it as text; Loading and saving through the RS-232 interface; Multiple tab setting; Extremely flexible printer adaptations; Calculations within a text; Templates for calculations in columns; Decimal tabs; Line spacing options; Auto-hyphenation and indexing; Multiple column printing with up to 5 columns; Printing sideways; Online dictionary; Up to 999 characters per line (with scrolling). In addition it is also a vital addition to any C programmer's library - it's an extremely flexible C editor. Whether deleting, adding or duplicating a block of text, BeckerText ST does it all, automatically. The online dictionary acts as a C syntax checker and finds syntax errors in a flash.

ELECTRASPELL ($19.95)

An interactive spell checking program which offers the ST users the power of a full-featured spell checking program at an affordable price. ElectraSpell ST was designed to complement the TextPro word processor. ElectraSpell first displays the questioned word, in context, on the ST's screen. It then allows the user to Replace all occurances of the word, Skip All occurances, Add to a user dictionary, Add to a document dictionary, or Replace One. ElectraSpell will check spelling of documentys produced with First Word, as well as ASCII files from most other word processing programs. A special bonus to new TextPro buyers with a suggested list of $49.95, ElectraSpell is included free for packages shipped after September 1, 1987.

CHARTPAK ST

A professional quality charting and graphing package designed to take advantage of the ST's powerful GEM features. ChartPak ST is more than a simple paint or drawing program. It's a software solution for users requiring high-quality bar charts, pie charts, scatter diagrams - virtually any type of graph or chart - for print-outs to dot-matrix printers or color plotters.

DATA PACIFIC, INC.
609 East Speer Blvd.
Denver, CO 80203
(303) 733-8158

TRANSLATOR ONE

Optional product for the Atari ST Magic Sac users gives Atari ST internal and external drives the ability to read and write Macintosh diskettes. Currently, the Magic Sac Plus requires software transfer from a Macintosh. With Translator One simply insert the Mac disk directly into your Atari ST disk drive.

PRACTICAL SOLUTIONS
1930 East Grant Road
Tucson, AZ 85719
(602) 884-9612

MONITOR MOUSE

A switchbox that selects between mouse and joysticks. also brings out the ports to where they're accessible (1040 users, no more digging under your keyboard).

VIDEOKEY

An RGB to composite converter, compatible with Monitor Master, designed specifically for ST's without RF modulators. you can tape the fantastic graphics of the ST on a VCR or view them on a composit monitor.

ELECTRONIC ARTS
1820 Gateway Drive
San Mateo, CA 94404
(603) 644-3360

AUTODUEL ($49.95)

Autoduel is set in the year 2030 where highways are controlled by marauding outlaws and motorized arena combat is the most popular spectator sport of the day. Autoduel is like a marriage of the movie ROAD WARRIOR and the popular Ultima game series. Like ultima, the game involves strategy role playing in which the player must analyze various situations and deal with a large assortment of characters and circumstances. Like Road Warrior, the game presents a rather scary view of a ravaged future world in which only the most cunning automotive warriors survive.

BEERY'S BIT SOFTWARE
8174 Centruy Circle East, Suite 8
Indianpolis, IN 46260
(317) 872-8622

COLORBURST 3000! ($19.95)

With addition of Colorburst 3000 V1.0 to your software library, you will be able to create and view images of more than 1600 colors at once from a pallette of 3375! These are distinct, separate colors, no repetition is necessary. The program disk contains: The Colorburst graphics editor (paint program) which allows the import of Degas and Neo pics; The Colorburst slideshow program and a real-time module that enables programmers to include "bursted" images in their own programs! No license fees are required, programmers inquire about developer's kit.

THE QUEST FOR MOLEY

A 75% board game and 25% computer based game. This is a truly successful blend in the two genres. Imagine a computerized chance pile that displays action screens that rival Dragon's Lair! Digitized sounds like the screeching of bats and damsels in distress, and maybe even Karloff like narrative! This quality board game is printed on fine stock with a full color painting by fantasy illustrator, Kevin VanHook! Kevin also created the playing counters and helped design the animations to help give it that "authentic look and feel!".

ORION'S RUN ($39.95)

In the tradition of XEVIOUS, GALAGA, and true great sci-fi arcade games, comes ORION'S RUN. This mousse controlled video game packs enough punch to be a favorite for a long time and is destined to become a classic. The excellent graphics push the ST to its limit. Face the challenge and try to survive ORION'S RUN!

PREVIEWS
CONTINUED ON PAGE 21

BASE TWO

the DB ONE Upgrade

by Mark Deal

New from Antic is "BASE TWO", an enhanced version of DBMASTER ONE. DBMASTER was originally shipped with the earlier versions of the Atari 520ST and was the first database management program for the ST.

There are four programs on the Base Two disk: TWOSHELL.PRG, TWOMAKE.PRG, TWOUSE.PRG and FIXONE.TTP. Fixone is a data conversion program for users of the original DBMaster program. The program will automatically create a Base Two data file from any DBMaster data file.

Twomake is the program used to create data file record formats. With Twomake record files can be customed designed so that your record format will be functional as well as aesthetically appealing. Twomake allows several user defined choices of label styles, colors, and sizes for data record labels and data information. One of the added features is the ability to create calculated fields. In addition to the standard add, subtract, multiply and division operators Base Two provides square root. Numeric values may contain up to fifteen (15) digits with or without a decimal point. Another new feature is the automatic date field, the date field can be set to automatically enter the system date in your record.

Twouse is the program used to actually enter data into your Twomake created database. This program also provides the ability for the user to edit data, create reports for printing, set DIF reports to transfer data to spreadsheets and graphics programs. The report options include complete free form page lay-out, sort, search capabilities up to three levels with a choice of three operators: equals, between and contains. A field compression feature allows you to have fields next to or below to be printed immediately after each other. For example, in combining first and last name fields on the same line when printed, the last name regardless of field length of the first name would be printed one space after the first name. Up to ten custom reports may be saved for each file.

Twoshell program provides a shell for running the Twomake and Twouse programs without returning to the desktop. The program takes approximately 8.5K of memory and does not have to be used to run either of the programs.

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DBASIC

continued from page 14

Now for the next surprise. There is no DELETE command in DBASIC DOS to erase a file from a disk. The authors felt that easy deleting of files has been responsible for enough trouble in the course of human events. So they eliminated it. Instead you may SCRATCH a file which marks it as one that will not be transferred to another disk when using the COPY utility. If you use the BACKUP utility, however, even the SCRATCHED files will be copied onto the destination disk. Obviously, there is also an UNSCRATCH utility so you can reclaim what you formerly thought you did not want.

The screen editor is clean (no windows) and very easy to learn, In fact, it is quite similar to the Atari 8-bit machines. It does not possess advanced wordprocessing type features like search and replace, but it is quite functional. Sound is not directly supported in DBASIC, but can be accessed via POKE. However, no information about how to do this is given in the manual. There is a COLLECT command that clears and reconstructs the symbol tables by recompiling the entire program. Basically, what this command does is COLLECT the garbage leftover after a lot of editing has been done. The authors felt that such good housekeeping rules would mean less chance of a crash. Although both integer and floating point math are supported, they should not be mixed in the same equation. Again, this is to obtain maximum speed. If you insist upon mixing them, DBASIC supplies conversion commands.

Due to its incompatibility with TOS, the transfer of DBASIC files over modem is a problem. The authors have realizedt his and will be making available two programs that allow DBASIC files to be sent over modem and recovered using TOS. This is an important part of DTACK's strategy of encouraging a large number of usersand disseminating a comprehensive library of DBASIC programs as rapidly as possible.

(Editor's note: Version date August 7, 1987 contains a tentative fix (slightly but not thourghly tested) for the 'modem' bug. Because the fix is not extensively tested a utility "MODEMFIX" which will either install or re-install the 'fix' is included. Also contained on the disk are "UPLOAD" and "DOWNLOAD". Upload converts a DBASIC file (any type of file) into TOS binary file. Download converts a binary TOS file into a DBASIC file (assuming the TOS file was created by Upload)).

Currently DBASIC does not support hard disks attached to the ST. This is some thing else that requires immediate attention. Many of the opinion leaders in the Atari community have opted for hard disks, and after making such a substantial investment, they are unlikely to abandon them just to use a new BASIC. The DBASIC manual is good, and at 288 pages covers the commands adequately. However, the lack of an index should be remedied in the next edition.

Will this unusual marketing approach, and expensive gamble,of DTACK Grounded to introduce its new language really payoff? Only time will tell. With out question, this unique BASIC has some exciting potential. DTACK certainly has at least attained its first two goals, namely wide spread publicity and availability for its new product. From complete anonymity only a few short weeks ago, it has been demonstrated, discussed and distributed at virtually every Atari user group in the country. That alone is a remarkable feat. Now we must all wait to see if the language is really used. Only then will it be know if DBASIC is to take its place among the successful languages for the Atari ST. DTACK Grounded, Inc., 1570 Pacheco B-7, Santa Fe, NM 87504. While they last, the latest version of DBASIC 8/10/87 is available FREE from ST WORLD. Send disk and SASE or $4.00 to cover costs of disk, packaging and postage to DTACK OFFER, ST WORLD, 1385 Cleveland Loop Drive, Roseburg, OR 97470-9622. NO PHONE ORDERS!

Continued from page 15

Genpatch ST

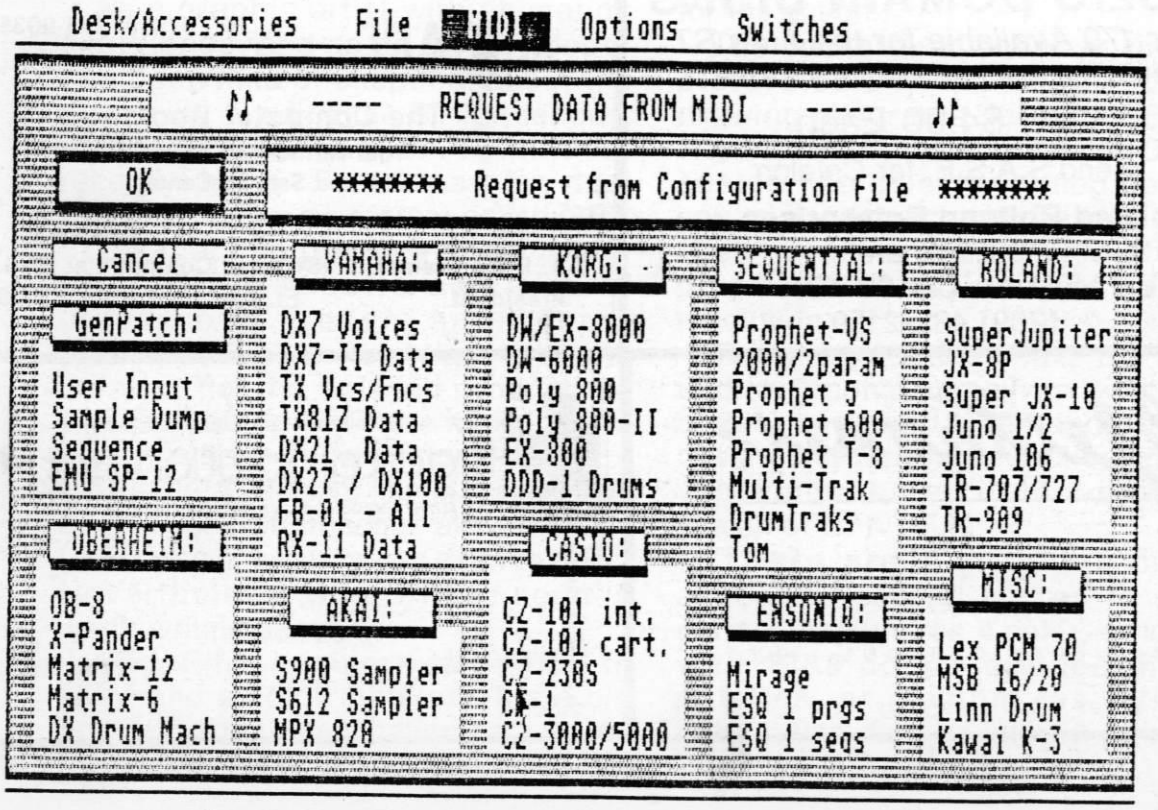
WORLD NETWORK B.B.S., phone number 213-826-4288, has config files available for downloading. I just got the ones for the RX-5 drum machine this week.

GENPATCH ST also allows you to view the raw MIDI data coming from your equipment to insure that all is well with your connections, and allows you to create macro lists of hex bytes to send to your equipment if you need to do that. Since the reasons for needing to do that were not well explained in the manual I can only assume that it would be for diagnostic reasons. You can also load any file into memory and view it or print it out so the programs even has uses for the non-MIDI person but I wouldn't buy the software for that reason only. This program even allows you to dump your sampler data into your ST as well as sequencer data! Such a deal for $149.95.

All in all GENPATCH ST has a lot going for it. It works with anything that sends out MIDI system exclusive data and can be modified to work with devices that are not out yet. It is quite easy to use and the manual is quite helpful although you have to work a bit to get all the info out of it. A complete reading from cover to cover is recommended, and won't take more that an hour. A GENPATCH accessory included with the software allows you to load up patch files from any GEM based program, including MIDITRACK ST. My only wish on my wish list is that it would be nice if the program allowed you to arrange your patches in memory and view a list of them. Genpatch for the 8-bit ATARI series allowed you to do this so I don't see why it is not possible with the ST version. That is my only complaint and it is a small one. There are specific patch librarians available for most machines or you can just arrange them in your devices memory and then dump them to GENPATCH ST all ready to be saved as a file. Be sure to check this program out if you are in the market for a patch librarian. This one works with everything and has 99% of the features you will ever need.

One final user hint. This program comes copy protected and must be loaded from drive A or B, unless you have MIDITRAK ST. If you do and your sync box is connected to your ST then you can create a new formatted disk(mine is double sided and formatted with Twister from START magazine) and copy all the necessary GENPATCH files off your protected master. Then when you boot the program instead of checking the disk for copy protection it looks for the sync box connected to joystick port 2 and the modem port. If the programs finds it connected you can then run GENPATCH with no problem. If the box is not connected then you can not access all the features of the program. This method allows you to run GENPATCH from your hard drive if you have one.

For more information contact Hybrid Arts at 213-826-3777, or write 11920 West Olympic Boulevard, Los Angeles, CA 90064.



Screen dump of some keyboards supported by GENPATCH

Accounting on the ATARI ST

continued from page 10

balances. The daily use of STAccounts is fairly straight forward double entry bookkeeping. All affected accounts are automatically updated from each account payable or account receivable entry.

With all of the excellent features found in STAccounts, it is unfortunate that it contains several major deficiencies. One is that the program is copy protected. I can't imagine any business that would store all of their data in a safe with only one person knowing the combination. Using a copy protected program to manage your bookkeeping amounts to the same thing. Secondly, it is human nature to make mistakes, transpose numbers, whatever. STAccounts does not allow you to correct a entry directly, you can not directly edit incorrect entries. Instead you must enter a off-setting debit or credit to correct any errors. All of these incorrect and correcting entries will show up on any of your reports. Third, is that the program does not automatically sort your entries by date but are fixed by the order of entry. Should you need to go back and correct a error, the off-setting debit or credit will be displayed out of sequence. Not only is this disturbing, but your reports will look terrible. Lastly, due to the copy protection and the data format routines it is not feasible to use the program with a hard disk.

STAccounts, once set up is an easy to use integrated business accounting program with complete inventory control. Should the deficiencies be corrected, STAccounts would be the finest double entry accounting package available for the Atari ST computer system. The program retails for $149.95 and will run on a 520 or 1040 in color or mono with a single sided or double sided disk drive. Additional information may be obtained from:

ISD Marketing, Inc.
2651 John Street, Unit 3
Markham, Ontario, Canada
(416) 479-1880

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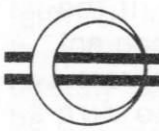

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GFA FILM

AN IN-DEPTH PREVIEW BY *MICHAEL NOWICKI*

Ever since the days when moviegoers were first introduced to the likes of Betty Boop, Snow White and Bugs Bunny, there's been an on going love affair with the fun and escapism provided by animation.

Many techniques and mediums for producing animation have been tinkered with, some have survived to today, while newer ones are still evolving along with the galloping pace of computer graphics technology.

Animation studios, realizing the tremendous amount of time that can be saved using computers in the various stages of production, have been using them for quite a few years for everything from hacking out the storyline to clicking the camera while coordinating the timing and exposure sequencing.

These dedicated systems are usually beyond the reach of the poor starving artist who must be content using a less expensive personal computer with marginal results, or going the old route with hand drawn cells and a home-made stop action camera that's been reincarnated from thecannabalized remains of flea market acquisitions.

As a graphic artist with animation experience, and as an ST developer I've been kind of skeptical about the possibility of using the ST for serious, professional animation. Until very recentlyt hat is. For the past few days I've been using a program called **GFA FILM** that can produce some pretty impressive results and it's my pleasure to present an in-depth **preview**. The version I have is a beta version, not the finished product, so don't run out to the store looking for it now, maybe in a few of months.

This beta version, like all betas, has a few bugs, rough edges and functions that aren't fully operational. Nevertheless, what I have seen is worth writing about.

GFA FILM requires 1MB, TOS in ROM and a color monitor. It's a big program and the animation data saved to disk can get quite large as well, so a double sided disk is advisable or a hard drive would be even better.

The program translates the traditional hardcopy concept of using frames and cels for animation to a computer very effectively. You have abackground scene that seldom changes but may pan to the left or right, up or down, zoom in or out. The characters or objects, the things that move over the back ground, are called sprites. They can travel over or behind other sprites, in addition to changing in size and changing perspective as being higher or lower than the angle of sight.

With these two resources, animation is produced by placing the sprites on the background, shoot one frame of film, then move the sprites a little, shoot again, and soon. By viewing these frames in a particular sequence, speed and timing, the illusion of motion and depth is created.

This program uses three kinds of files; picture files for the background screen,a sprite file containing the moving objects that can be cut out from picture screens, and the film file that contains the script
for the action.

The background scene is simply a picture screen file imported from drawing programs such as DEGAS, NEOCHROME or NEWCOLOR. A custom file selector dialog box lets you mix and match picture files even if they were created by different programs or if they're not of the same resolution.

This program does have the ability to draw graphic primatives like circles, boxes, lines and free hand drawing, but the set attribute function was not yet impilimented in this beta test vesion of GFA FILM.

There are 4 graphics modes available, normal lowres 16 color, normal medium res 4 color, or low res with 1088 colors divided into 68 palettes, or medium res with 272 colors also divided into 68 palettes.

Read that last sentence again! Quick and easy animation can be accomplished using color cycling in either normal or enhanced color modes.

Pictures that were done with other drawing programs can be converted to the modes with expanded color palettes. Each of four work screens can hold a background screen for cutting out objects and for use in the animation thus allowing 4 background screens in the same film.

You don't need a background screen. For some types of work you want a plain colored background like for outerspace scenes where a black background is all you really need to convey the idea.

It is on the workscreens that you create or cut out your sprites and modify them. You can even treat an entire work screen as a sprite with amazing results. It is possible to use a background scene that is 3 screens wide and pan as your character walks down the street by using portions of screens as sprites and pasting a new background each frame.

Once you have your sprites you begin to create your film by pasting your scenes and sprites onto a "frame of film", shooting it and doing the next frame. You can easily make changes, cut out frames if you don't like them, in other words, have complete control with the greatest of ease.

Your interactions with the program are guided with two menus activated by F1 and F3 that appear at the bottom of the current workscreen. Pressing ESC removes the menu and can bring it back.

The first menu is divided up into 30 entries in 6 groups that control diskfiles, the creating and editing of frames, sequences, groups, sprite control, and viewing.

It's here that the actual production of the animation such as film speed, single stepping, creating frames, and making sequences takes place.

Kind of like the director's chair,

continued on page **28**

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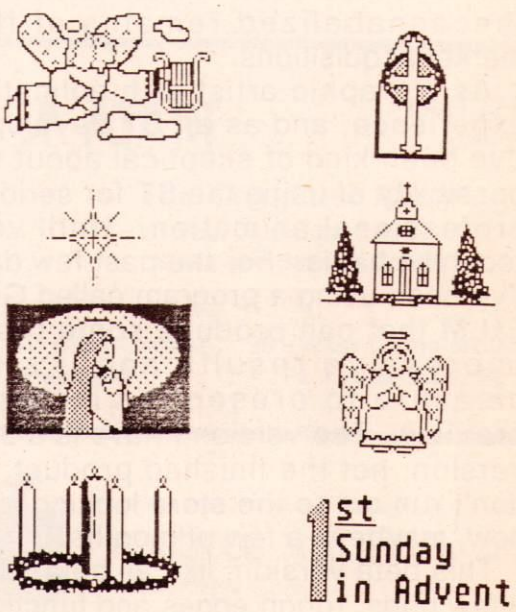
REMEMBER TO INCLUDE YOUR TELEPHONE NUMBER

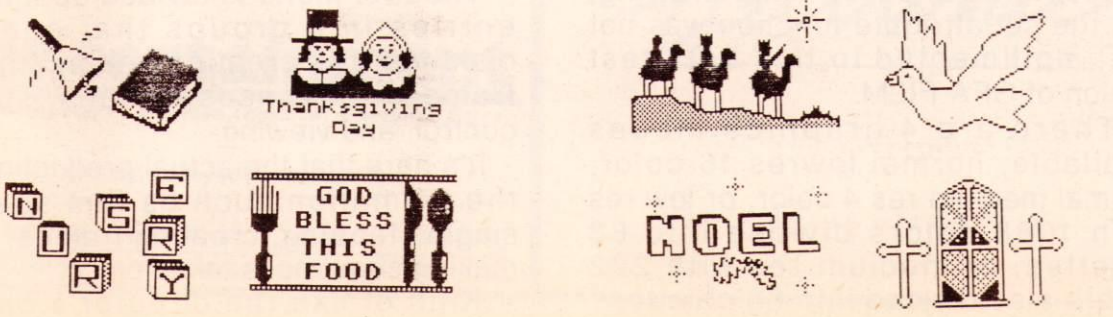
CLIP ART GRAPHICS

PREVIEW BY LISA DOHNELY

Graphic Creations of Grand Rapids, MI has introduced a disk full of graphic images for use with Unison's Print Master program, in addition to providing all of the graphics in a separate folder in a DEGAS compatible format. Using one of the many DEGAS graphic format compatible drawing programs the graphics can be used to create or enhance your own creation. More than 75 clip art graphics are presented in their "Christian Art Collection 1.0". A presentation of a few of the clip art graphics images from the Christian Art Collection is present here. The graphics were imported into Publishing Partner and reproduced on a QMS PS 800 laser printer.

Additional collections are available and information may be obtained directly from Graphic Creations, 6926 Mildred Avenue S.E., Grand Rapids, MI 49508





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REPORTED BY *LISA SUTTON*

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There are many reputable mail order firms, ask your friends about mail order firms they have dealt with and their experience. When buying a Atari product, Atari provides the dealer or distributor with a additional discount to cover warranty costs. If you are buying a Atari product, always ask who the warranty coverage is being provided by, Atari Corp, the mail order firm or their distributor. Their are NO mail order firms authorized by Atari Corp to sell the Atari 1040ST. When ordering software from a mail order company keep in mind, if there is not a toll free technical support telephone number and you are buying a application product, you probably are better off buying from a local dealer if possible. If there is a toll free number, I advise that you call the number before you buy to check to see that they answer the phone. Many companies offering toll free technical service have third party companies taking messages only or their lines are always busy.

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BASE TWO

CONTINUED FROM PAGE 18

Base Two is extremely fast since all files are loaded directly into memory and the size of files is limited by the smaller of the available amount of memory available on the system or the capacity of the disk the data was loaded from. Based on a sample eight field mailing list a 512K system will hold about 5,000 records. The maximum field size for each record is 64 characters and 100 fields per records. The user may use either the keyboard or mouse, format disks from within the program and add new fields to a existing file at anytime. In conclusion, BASE TWO is a powerful, easy to use, fully GEM based database management program for the average ST user. Priced less then $60.00, BASE TWO is much more than just a simple upgrade to the simpler Atari version of DBMaster. BASE TWO files are also compatible with PHA$ER, A-CALC PRIME, A-CHART, all ST Word Processors and programs using DIF file format. BASE TWO is distributed by Antic, additional information may be obtained from your local ST dealer or Antic, 524 Second Street, San Francisco, CA 94107 (415) 957-0886.

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continued from page 13

INTERLINK ST

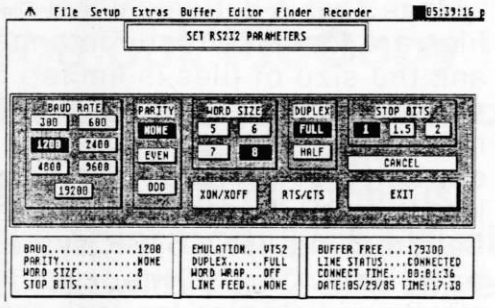

DIAGRAM 3

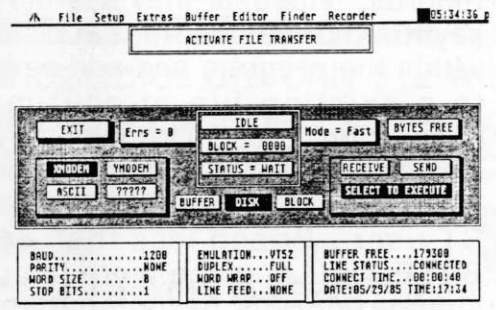

DIAGRAM 4

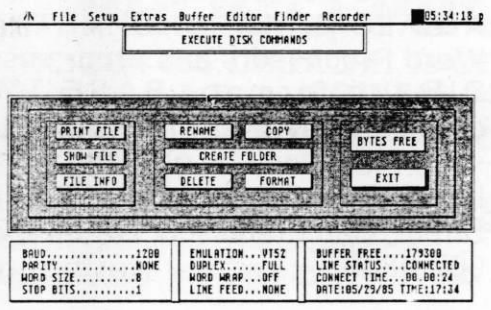

DIAGRAM 5

Once back in the Dialer Editor, you can, if you wish, click on the Style or Modem buttons to set additional parameters. [see Diagrams 4 & 5] So far, what you've done is set up the parameters and instructions for one specific system that you plan to call. If you want, you can go through the set-up procedure for other systems, too. If you do, you'll assign them to any of the remaining 19 Dialer buttons.

Once you've set up the parameters for as many numbers as you want, you click on the save button, which writes all your choices to a file called DIAL.DAT. Set-up of the Auto Dialer is now complete. From now on, whenever you want to call one of the systems, all you do is press F6. When the Dialer appears, double click on the name of the system you want. Interlink not only will dial the number automatically, but will configure the ST according to the parameters you've already set for that particular telephone number.

This makes calling different numbers a snap. Let's say you habitually call three different BBSs. One of them operates at 300 baud; another runs at 1200 baud but requires linefeeds; and a third operates at 2400 baud. With one click of the mouse, Interlink's Auto Dialer not only dials the chosen BBS, but also sets the required parameters for that specific system. In other words, you'll never again have to change the baud, the linefeed, or any of the other many possible parameters.

ADDITIONAL DIALING FEATURES

Additionally, clicking on the Auto button will cause a number to be dialed repeatedly until a connect is established. (You can adjust how many attempts are to be made.) Clicking on the Group button, followed by choosing several dialer buttons, causes Interlink to dial the selected numbers, one after the other, until it gets a connect.

I next tried out the Execute Program function, which allows you to run another program from within Interlink. I found it particularly useful, since on occasion I've forgotten to run my SCRNSAVE program before loading Interlink. (This program blanks out my mono monitor after three minutes of inactivity). The Execute Program feature allowed me to run SCRNSAVE from within Interlink without having to exit the program and return to the desktop. Another use for this function would be to run an ARC compression program before sending a file. Note finally, that Execute Program can operate at the same time you're receiving data from the modem.

THE RECORDER

An Automatic Macro Creator

The feature that impresses me the most about Interlink, however, is its Recorder. Once you turn this function on (and believe me, you will turn it on) it records all interactions between the service you've called, and Interlink, as well as recording your responses, including your mouse movements and selections.

Once you've made a recording, you can play it back anytime you want, and Interlink will automatically go through the steps and interactions that are stored in the recording. Let's say I want to call up a particular BBS and check for messages. First, I press Alt-R, which turns on the Recorder. Then I proceed to go through all the steps required by that BBS: I dial its number, give my password when prompted, get to the message base, choose the proper special interest group, see if there are any new messages for me, and if there are, read them. At this point I log off and turn off Interlink's Recorder.

Thereafter, whenever I want to call that BBS to check for new messages, all I have to do is start the recording. Interlink will handle everything automatically - from dialing, to getting the messages, to hanging up. In fact, you can even set a clock and have Interlink run the recording at a later time. This permits the automatic calling of a system even while you're away from your computer.

Since you give each recording a name (and since they're stored on a floppy or a hard drive) you can make as many recordings as you want. Thus, you can have different recordings for different BBSs, and for different tasks within a given BBS. For instance, you can have one recording that checks for and captures new messages on a BBS, and another that checks for recent public domain programs to download.

A MINI BBS

Another of Interlink's novel features turns your ST into a mini BBS. This function is called the Answer Mode, and it permits remote access to your ST from another computer. It even provides for three remote access levels, each with their own passwords.

There's the low access level, which only allows the remote caller to leave messages and download or upload files (via xmodem) from a specified folder in your ST. The medium level allows access to everything except the file-delete and message-read capabilities. Finally, the high access level allows the remote caller to perform all the TOS functions, including copy, rename, delete, download, upload, show info, and printing to the screen.

FILE TRANSFER

Interlink supports a number of methods of file transfer, including XMODEM, YMODEM, and ASCII. A fourth method, merely called "?????", allows you to load external transfer drivers from a floppy, such as a Kermit driver that's now being worked on. A number of emulation modes are provided for, including VT52, VT100, and user definable translation.

When the Chimes feature is turned on, a pleasant set of tones is heard the moment you get connected. And if you have a monochrome monitor, you can choose between having 48 or 24 lines of text displayed on the screen.

continued on 31

classified information

ST WORLD is published monthly and all advertising for the classified section must be received by the 18th of the month preceeding the publishing date. Example: Cover date / October issue is published August 18, shipped to vendors and subscribers during the last week of August. The publication will appear in stores depending on geographical location to the west coast during the month of September.
No logos, or photos or any other illustrations can be used in the classified ad section.

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PC = Personal check
CC = Company check
MCV = Master card or Visa accepted.
UPSC = Shipped UPS collect.
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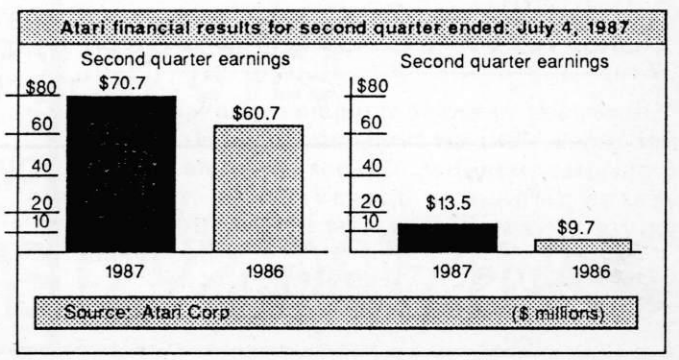
The percentage of the increased sales generated by the computer sales was however not disclosed. Atari is not releasing any estimates of the game machine sales and software versus the sales of the Atari ST series computer.

Atari is slated to begin advertising on television starting in the third quarter. To date there has been very little spent on commercial advertising either in print or on the air. Dealers are hoping that Atari's mass advertising campaign will stimulate ST sales and provide them with a big Christmas season. It is expected that Commodore's Amiga 500 will be battling hard for its share of the low end 16 bit marketplace which has been dominated by the ST.



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continued from page 21

GFA FILM

cameraman, cutting room and theatre rolled into one. The other menu provides an amazing smorgasborg of graphic tools to create and modify your sprites. Here in lies the real power of this program.

The program comes with a demo file with a background screen of an Egyptian pharoah. First imagine cutting out a square portion of the picture in the center containing his face from forehead to chin and from ear to ear. This square portion of the picture can now be transformed into a number of types of sprites with great versatility, detail and quality.

You can take this square, normal perspective sprite and stretch it horizontally or vertically in the 3rd dimension. Imagine one of those picture cubes for photographs. The image is facing you, but when you use this function, it looks like its rotating sideways. Get the idea?

Or would you like to zoom in or out of a sprite, in effect, shrinking it and enlarging the basic sprite, based upon a square, circularor elliptical border? There is no loss in detail in reduction or enhancement when blowing it up in size. An almost errie photograhic quality. In addition, the zoom can be a one step or multistep zoom for a really smooth zoom effect.

Another set of options lets you shift your sprite into a parallelogram either vertically or horizontally. This feature takes a little practice to get the desired effect but it's well worth the effort.

Now imagine taking that original square sprite of the pharoah's face and pasting it onto a cylinder or drum and spinning it. You can define the size of the drum and rotate it on the x or y axis. Like the zoom feature, it can be a one shot sprite or a whole animated series of sprites.

My favorite feature is the globe effect option. Imagine pasting the square face sprite onto a ballon. Near the center the proportion will be correct but as it recedes the image condenses near the circumference.

You can modify an entire picturescreen by defining a portion to act as a mirror image of the other portion and/or flipping it upside down.

The impressive thing is the speed at which these sprites are modified from the original. It's just a matter of a few seconds to impliment the most complex functions and see them created righ tbefore your eyes.

The ideal speed in professional animation is 24 frames per second even though the eye can really detect only about 16 frames per second. Even though the blitter chip is not yet available, GFA FILM allows a software toggle for it, or for it's own software based "blit" function that does make a difference in speed and approach professional frame speeds.

GFA FILM is a very memory hungry program. Storing all those sprites consumes a lot of bytes but it's necessary to achieve the rapid animation effect. It doesn't take long to use up a megabyte of RAM so look forward to the MegaST having 4 megs available for use with this program. With 1 meg you can produce about 10-15 seconds worth of 16 frame per second non-repeating animation, depending upon the complexity of your project and the number of sprites being used. You can repeat a sequence or the entire film to increase the length.

Who is going to like this program and really use it? I see two classes of users here; those who are really seriously interested in creating animation, and those who just like to play around with graphics. Both classes of users are well served because the experienced artist/animator can quickly and easily create what's in his mind, while the doodler will be able to play around and come up with simple but impressive results in very short order.

Since my copy of GFA FILM is a beta or demo, I think it's unfair to criticize it, not being the final version. Practically every feature I could hope for in an animation program is found here, and then some. One feature that isn't built-in is a way to put graphic text on the screen, which could be scrolled as a sprite such as for titles. All drawing programs have this feature so it appears that GFA FILM is trying to be an animation and picture enhancement program rather than all that and a top-notch drawing program too. I see no problem here because just about everyone has a favorite drawing program they prefer to use and may later import the picture file over to GFA FILM very easily.

Some commercial applications might even be possible. Look carefully at those late night UHF TV commercials for car lots and 976 numbers. The resolution of the computer graphics used for overlays saying "3.9% FINANCING!" or "CALL976-SCAM" or the company's logo, rotating and zooming in at the bottom and changing colors, can't be much more than the ST's 320 x 200 or 640 x 200 mode.

If there was a way to connect the video output o f the ST monitor to external video recording equipment while running animation with GFA FILM, you enterprising types might be able to do some TV advertising graphics.

How about titles for videotapes made by video service companies of weddings, graduations and softball games? There are some possibilities.

In summary, GFA FILM promises to kick up the ante in 16 bit computer animation programs. It's fast, easy to use and easy to learn to use. If you have a chance to see a demo, do it. Especially if computer animation turns you on.

Price is unknown at this time as is date of availability. When we have more information, and receive the final version we will report it all to you right here in the pages of ST WORLD.

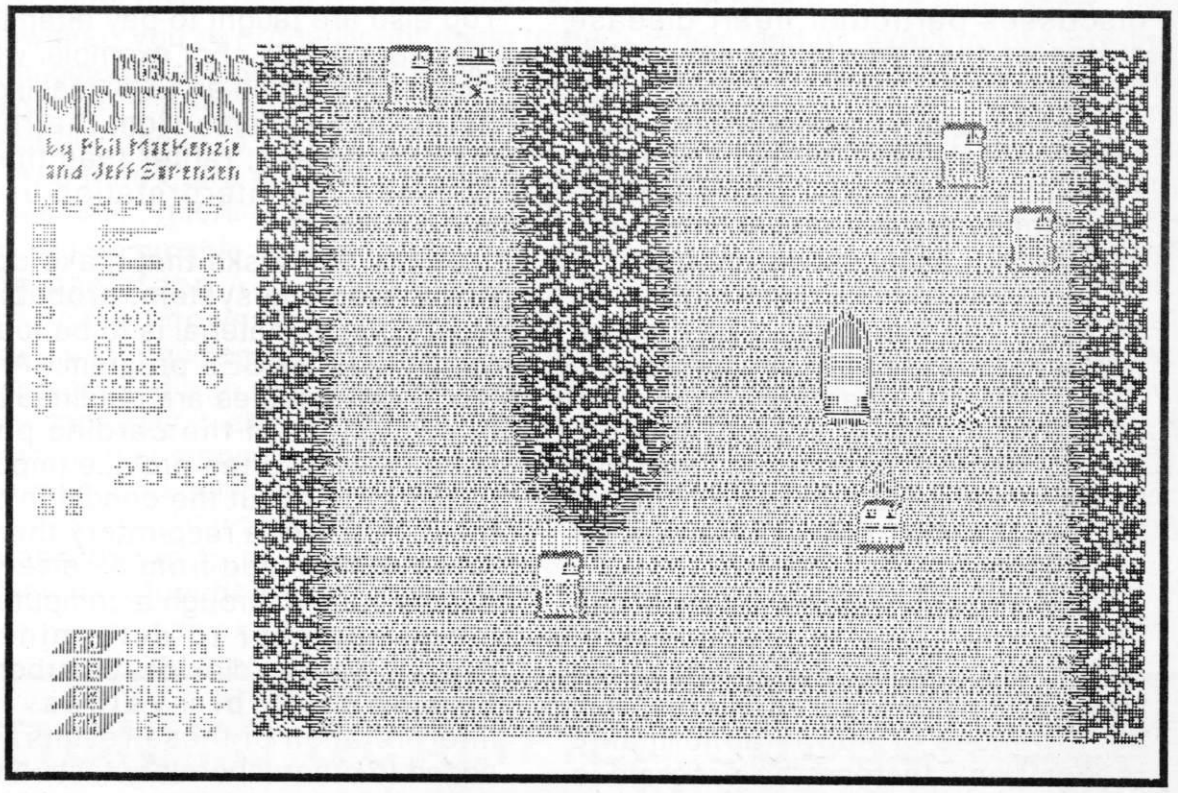
ATTENTION: MAJOR MOTION PLAYERS

My favorite game to play when I have time to play with my ST is still Major Motion from Michtron. My Dad says that I am not as good as I think I am just because no one else that I know and including my Dad can beat me. I told him that it is hard to do any better cause I don't have any real competition.

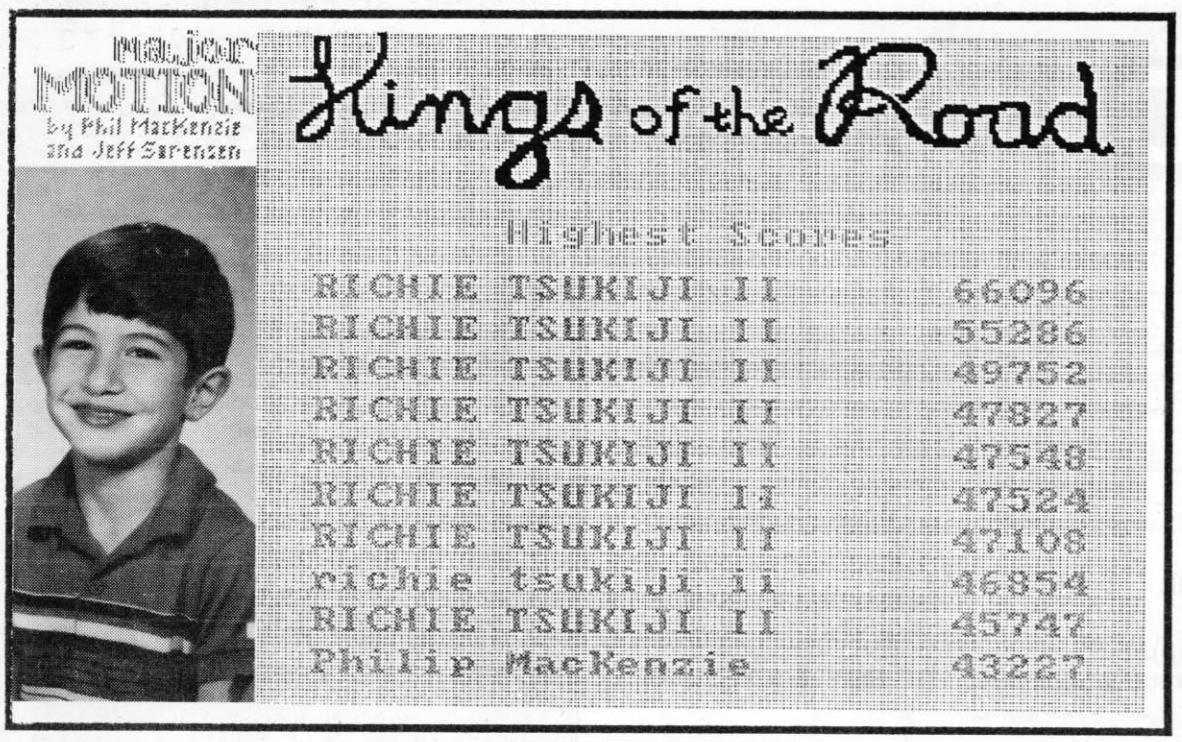
This is my plan. I have some games that are still not opened and my Dad is letting me have some subscriptions to ST World and some ST World baseball caps to have a contest. I want people who play Major motion to send me a Major Motion disk with their highest scores. You have to have more than 66,096 to enter my contest.

The people who send me the highest scores by November 1, 1987 will win the prizes that I have.

The person who sends in the score that is the highest will win a game (My Dad will call you and tell you what games you will have a choice from), a ST World baseball cap and a one year subscription to ST World. The next four highest scores will win a game and a ST World baseball cap and the next ten highest will win a one year subscription to ST World and the next ten will win a ST World baseball cap.



Boat screen from MAJOR MOTION, have you seen this before !



My scores from MAJOR MOTION

Then I get to have another contest to see who can beat the highest scores that are sent in. My Dad said that if you send in your disk and want it back send a SASE. If you don't want to send in a disk he said to send a screen dump of your score. My Dad used a program called "SNAPSHOT" that is on Michtron's Utilities disk to print out my scores and the boat part of the game. I hope that a lot of people enter my contest. Send your entries to:
Richie's Major Motion Contest, 1385 Cleveland Loop Drive, Roseburg, OR 97470-9622. Please enter my contest....Thank you, *Richie*

RICHIE'S MAJOR MOTION CONTEST *ENTRY FORM*

NAME _____

ADDRESS _____

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ST _____ ZIP _____ PHONE _____

HIGH SCORE _____

DATE _____

All winning contestants agree to allow ST World to print their name and scores in ST World and to provide ST World with a photograph of themselves upon request from ST World. All contestant under 18 years old require parent or guardians signature agreeing to the above terms with their entry.

_____
Parent or guardian signature if minor.

_____
Print name

_____
Date

U.S. Postmark will serve as date of entry.

CONTINUED FROM PAGE 9

ADVANCED CARDIAC LIFE SUPPORT TRAINING SYSTEM

of your score for each section.

The Wave Parts material takes the learner through the EKG wave tracing section by section explaining each area in understandable terms. Rhythms refer to the spacing patterns of the heart graph. An abnormnal rhythm may not allow the heart to contract effectively resulting in a cardiac arrest. The Pathology section discusses particular heart disease states as they would appear on the EKG tracing.

For those of you who are medical professionals, you should know that EKG TEACHING offers considerable opportunity for learning whether you are a new or experienced interpreter of EKG readings. For example, the beginner can learn about RSR prime waves, depressed ST segments, and TU waves. The intermediate user can review recognition of V-Tach, atrial fib, and AV block. The advanced user can learn to recognize the typical signs of hypocalcemia, hyperkalemia, or hypothermia.

The program does have some limitations. Due to the nature of computer screen plotting, it does not teach complicated rhythm disturbances or subtle abnormality recognition. Instead the program is designed for quick recognition of and moves on to the next order. At the end of each practice patient, you receive a rating to indicate how well you did. This includes the outcome for the patient you were working on.

PROTOCOL LEARNING does an excellent job of preparing you for the CARDIAC ARREST simulator. You can order any of the tests, drugs or therapies available in the full program. You also are taught to pay attention to important details. For example, when you are first given an EGK reading and potential problems from the rhythm monitor screen, rather than the true 12-lead EKG interpretation used in many hospitals.

Of the five disks that make up this ACLS teaching system, probably the most difficult material is to be found in the BLOOD GASES program. Arterial blood gas samples are obtained in the management of the cardiac patient because they often provide important information about the condition of the heart. Usually a respiratory therapist takes some blood from an artery and quickly runs it through a computerized blood analyzer to determine pH, oxygen, carbon dioxide, bicarbonate, and hemoglobin values. The interpretation of these results, when added to other laboratory tests and the direct examination of the patient, begin a narrative description of the patient, you must remember these facts. None of this information about the patient will be available later. Although the EKG will be continually updated, if you forgot the weight of a pediatric patient, and now need to calculate a drug dosage, you are out of luck.

If you are really stuck, you can find out what to do next simply by typing HELP. To encourge you to think on your own, however, just like in real life some patients will not quite fit the normal protocols. The computer will even accept common abbreviations and slang terms for an additional touch of reality.

In summary, Dr. Argyle has produced a series of ACLS teaching programs that would be a fine addition to the instructional curriculum of any general hospital that sees patients in a emergency room or has a cardiac care service. For those who are not health professionals, but are interested in learning about cardiac care, these programs provide an educational and fascinating look some of the most dramatic moments of modern medicine. Additional information is available from Mad Scientist Software, 2063 North 820 West, Pleasant Grove, UT 84062, (801) 785-3028.

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INTERLINK ST

Additionally, Interlink allows you to perform, from within the program, the standard TOS desktop functions. You can create a folder; rename, copy, delete, show, or print a file; as well as format a disk. In fact, in addition to the conventional formatting, you can perform a nonstandard 400K per side formatting.

IS THERE ANY BAD NEWS?

So far, Interlink sounds great. Now let's talk about its possible shortcomings. I think the best way to do this is to compare it with FLASH, which is possibly the most popular tel-com program for the ST.

One of the nice features of FLASH is that you can perform any of its 71 functions right from the keyboard, without leaving its on-line screen. This means that your view of the incoming data isn't interrupted, and you can immediately see the consequences of changing, say, the baud rate or the parity.

Contrasted with this, when changing one of Interlink's parameters, a window pops up, and you have to use the mouse to click on buttons. Unfortunately, the windows block out the incoming data. Additionally, having to use the mouse slows you down, as far as I'm concerned. However, you're probably not going to be changing parameters very often, given the program's advanced auto-dialing and recording features.

And then there are the function keys. Admittedly, Interlink allows the creation of 20 programmable function keys, through the use of the Alt and Control keys. Basically, however, these keys are merely for sending strings of characters.

Contrasted with this, FLASH's function key capability is almost unlimited, since a function key string can contain any of the program's 71 commands. In other words, FLASH's function keys can be programmed to do anything, whereas Interlink's function keys have relatively limited applications. In spite of this, Interlink's automated features probably make it the better program for most users.

Interlink is not copy protected, and the 48 page manual is quite good. It has an index, and its explanations are logically laid out. The program works on 520, 1040, mono, and color systems, but requires TOS in ROM. Finally, in addition to having a customer support telephone line, Intersect Software maintains a BBS that contains a customer support section.

This is a feature-packed program which is very easy to use. No wonder Interlink ST is gaining quite a following.

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[] E. Consumer Electronics Dealer
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[] D. Merchandise Manager
[] E. Inside Sales Manager
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[] G. Buyer
[] H. Branch, Store, Dept. Mgr.
[] I. Inside Sales Person
[] J. Outside Sales Person
[] L. Technical Service/Support
[] Z. Other _____

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[] 04. Super Micro
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[] 09. Systems Software
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SUPPLIES & ACCESSORIES
[] 22. Furniture
[] 23. Power Protection Devices
SERVICES
[] 24. Maintenance
[] 25. Education/Training
[] 26. Software/Systems design
[] 27. Other _____

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[] A. 1-4
[] B. 5-9
[] C. 10-19
[] D. 20-49
[] E. Over 50
[] F. None

5. Do you have a Storefront/Showroom?
[] A. Yes [] B. No

6. What are your approximate gross sales? (Check one only.)

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[] 04. $1 Mil - $5 Mil
[] 05. Over $5 Million
[] None of the above

7. Which of the following systems does your company offer? (Check all that apply.)

[] 01. Atari
[] 02. Apple
[] 03. AT&T
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[] 05. Hewlett-Packard
[] 06. Radio Shack/Tandy
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[] 09. Commodore
[] 10. Televideo
[] 11. Amstrad
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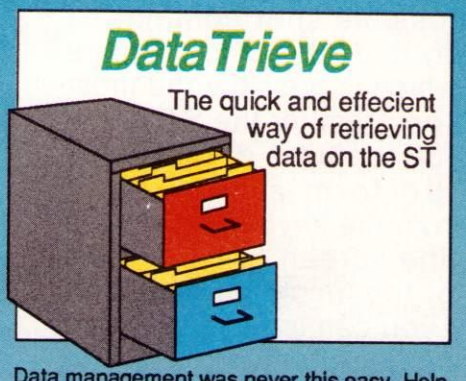

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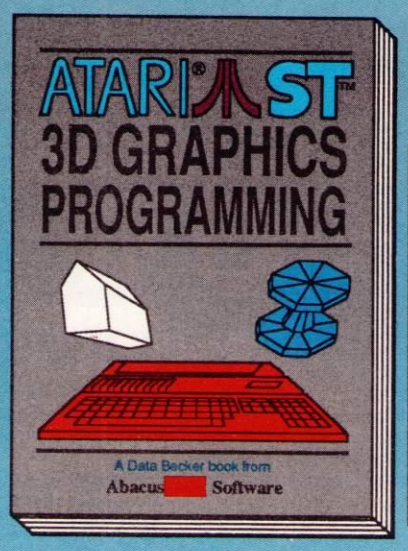

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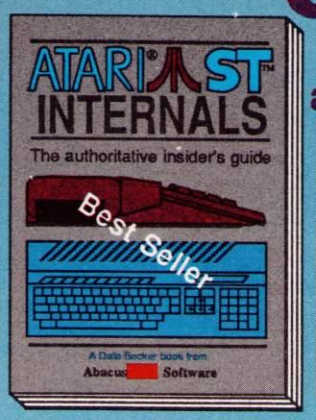

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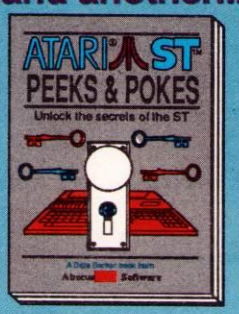

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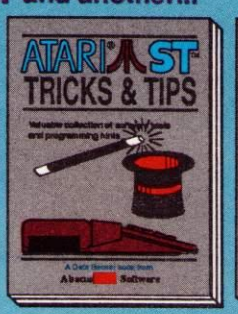

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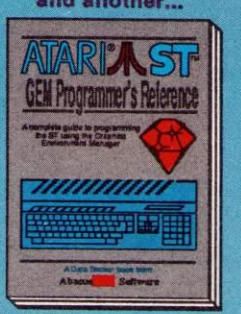

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